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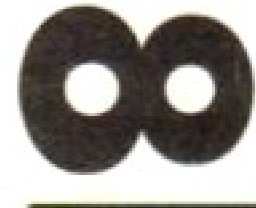
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Welcome to Amiga Format! This month's bumper issue brings you the latest and greatest on the Toaster. Thanks to John Allardice for his input on the cover.

Contents

AMIGA FORMAT ISSUE 52 ● NOVEMBER 1993

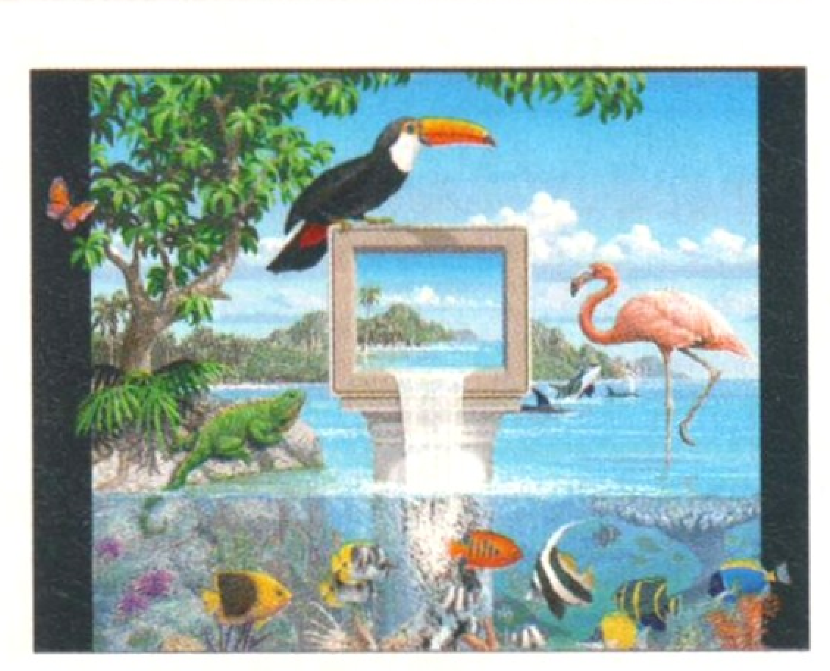
TOP NEWS STORIES



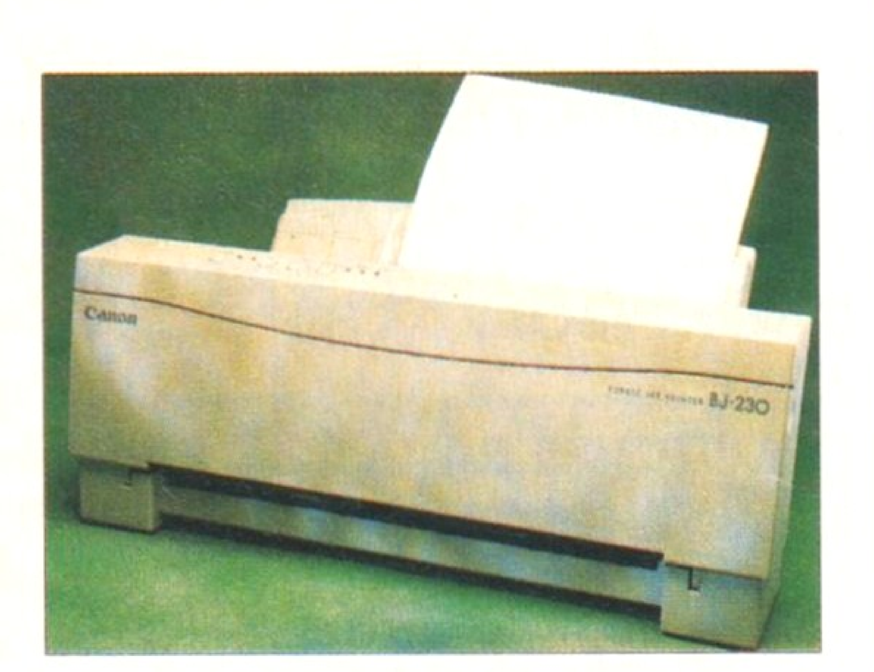
Woah! That's one hell of a bundle, Mr. Commodore.

Reviews

Regulars



Can *Brilliance* give Amiga owners paint features they have never had? p118



What can the Canon BJ-230 offer that other printers can't? p122



Does *Caligari 24* have the power to render ray-trace fans speechless? p136

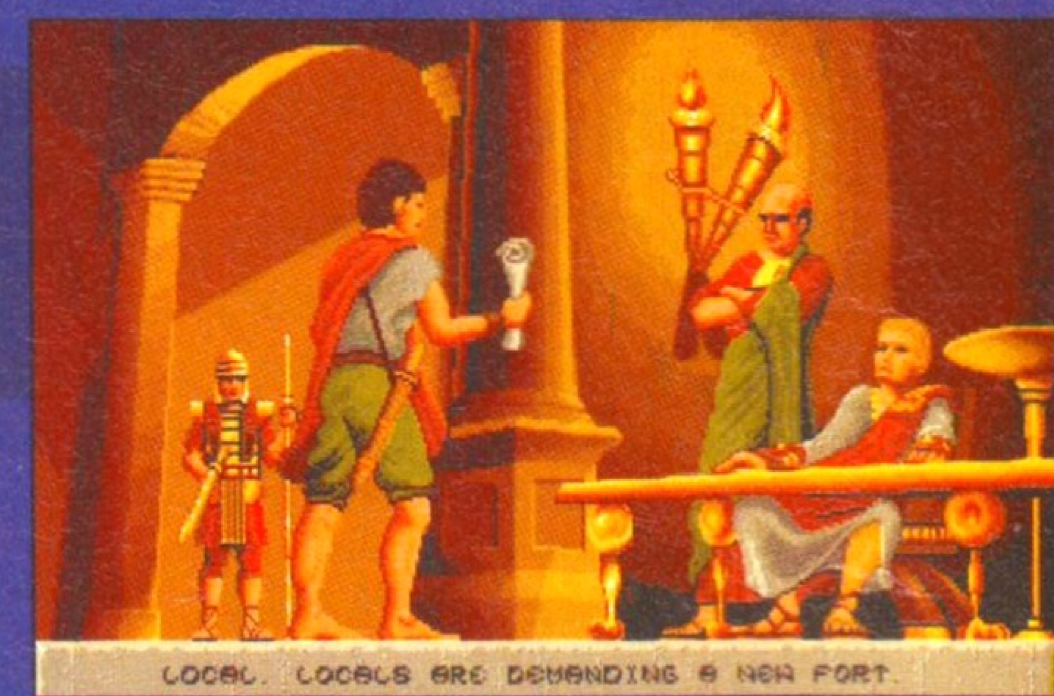


Can this Stylophone-like contraption improve your communications? p145

Screenplay



Remember that bar in *Star Wars*? Well, Jimmy Hill went in there when he wore his jeans with braces...



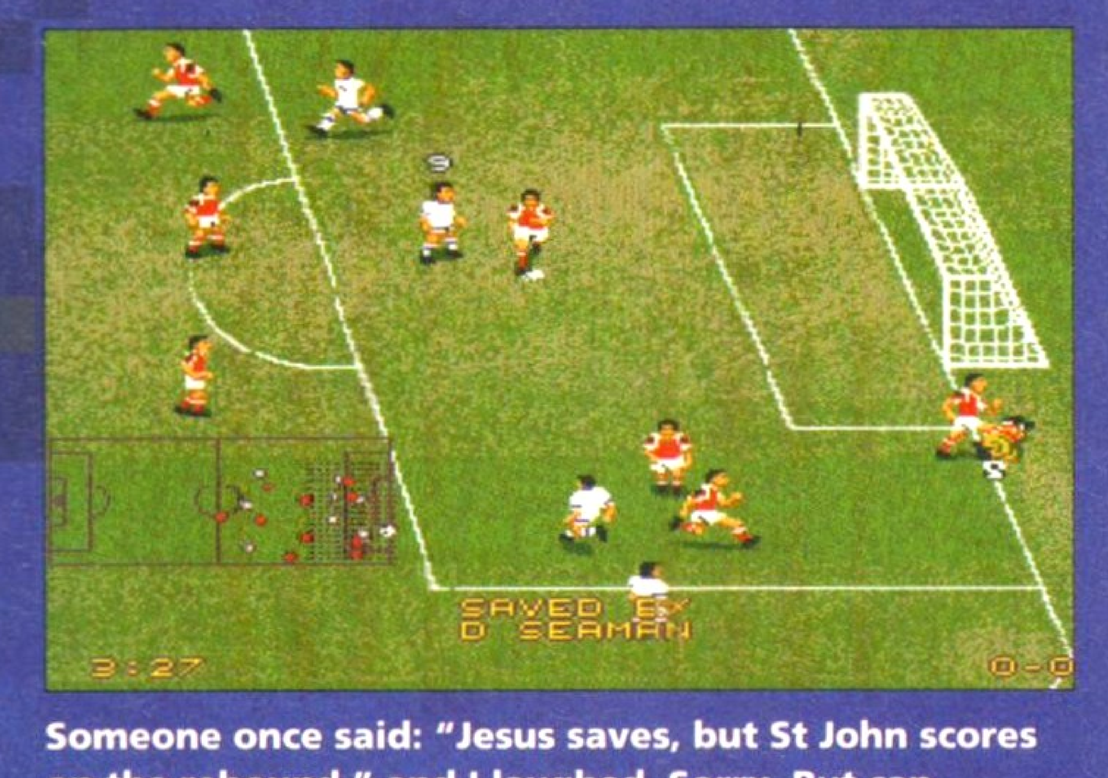
I came to bury *Caesar*, not to praise it! But it turned out to be really quite good... Drat!

On this month's Coverdisks

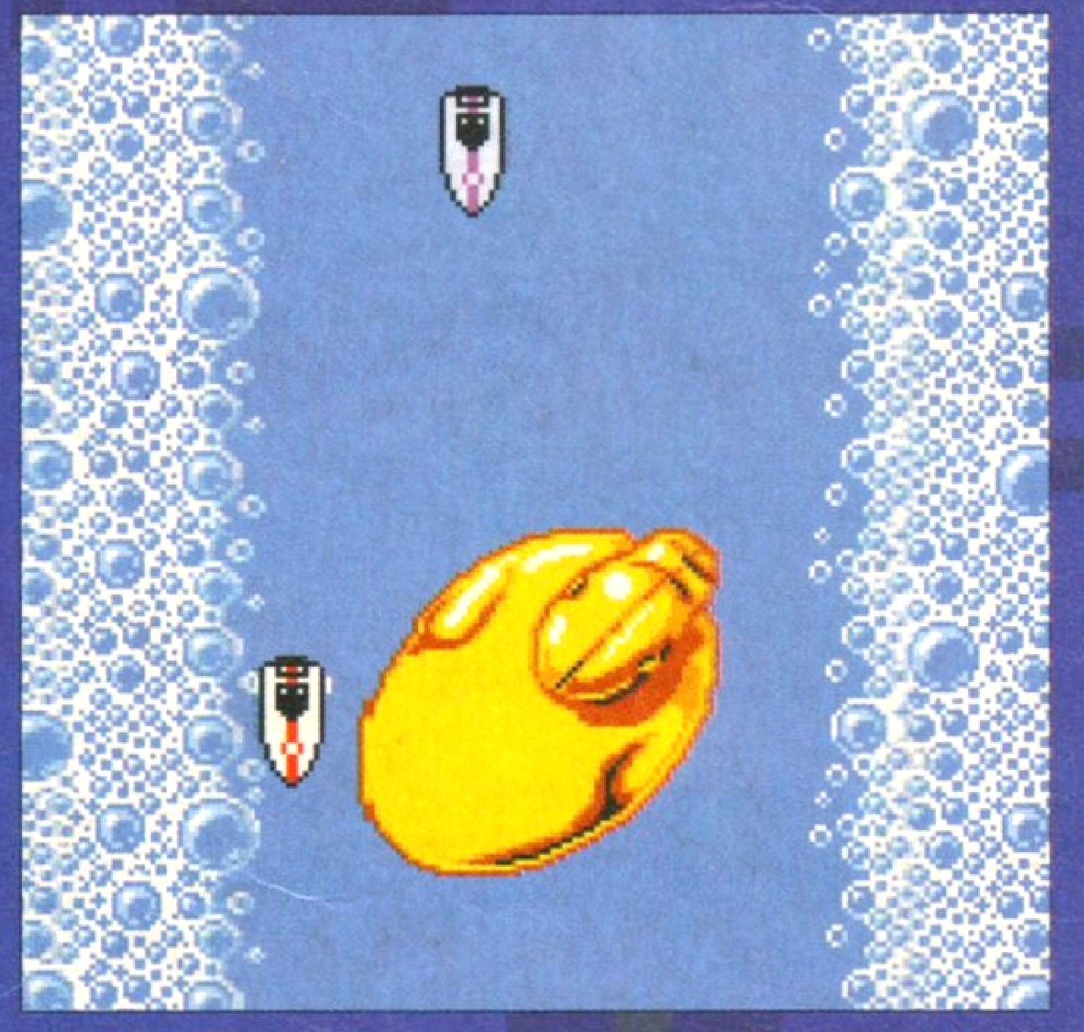


FOR FULL INSTRUCTIONS SEE PAGE 7

FOR FULL INSTRUCTIONS SEE PAGE 21



Someone once said: "Jesus saves, but St John scores on the rebound," and I laughed. Sorry. But can Ocean's *European Champions level the score?*


Many of you will have, no doubt, pondered the possibilities of racing powerboats in the bath. Probably.

Cover STORY



At last... the Video Toaster is here! This incredible complete video studio has been a long time coming to the UK. Now it's here we bring you the definitive 10-page guide to the Toaster and its features beginning on page... 36

COMPETITIONS!

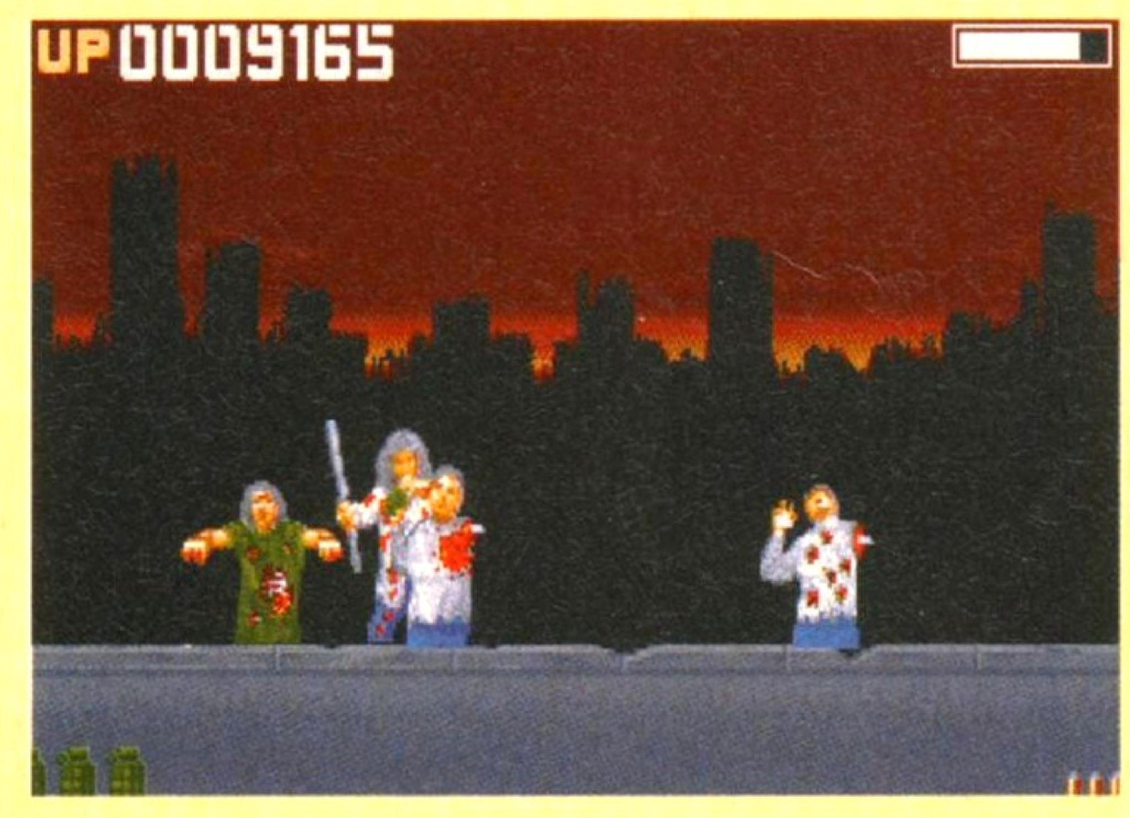
Win two A4000/030s

Acid Software are offering aspiring Blitz Basic programmers the chance to win one of two amazing Amiga 4000s... **page 114**


Last time we offered you one. This time it's two. It's harder questions, though!

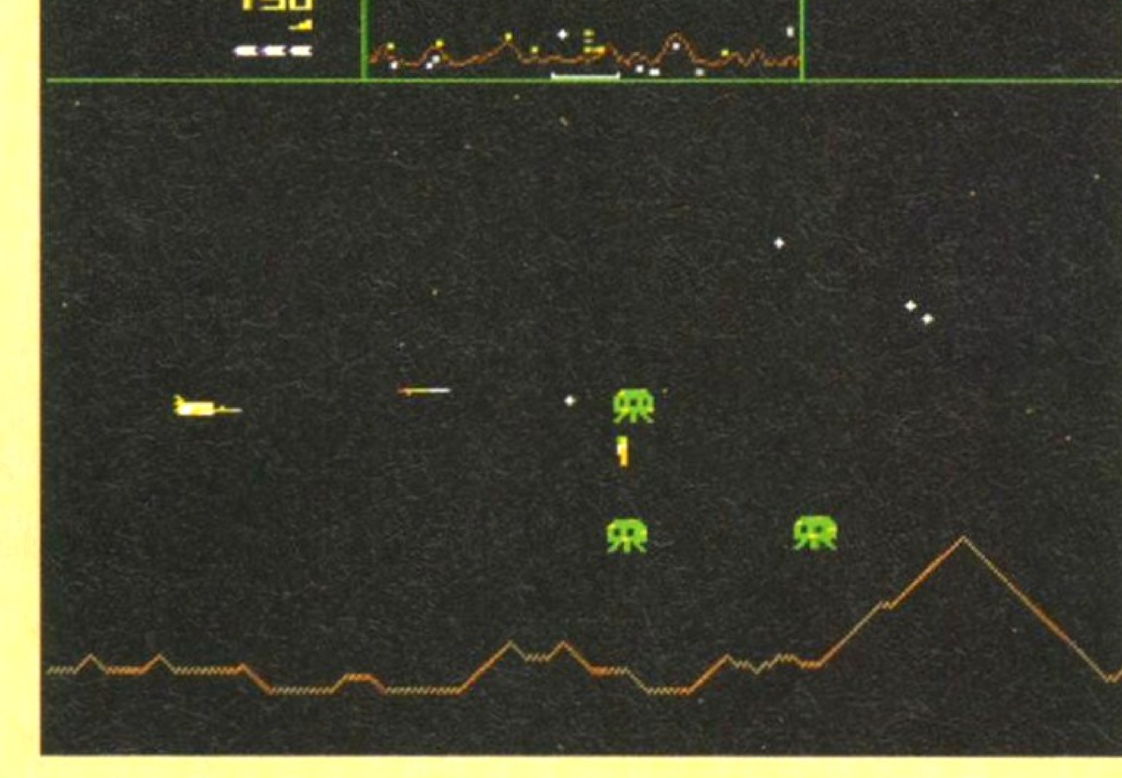
Win lots of stuff!

Our special Future Entertainment Show 'Get Creative' competition continues. You can win a Videopilot, an A1200, three Panasonic printers, an Amiga CD32 and last, but not least, a day's recording in a top studio, so turn quickly to... **page 116**



Blitz Basic

A full and completely working version of the most amazing Basic language you have ever seen. With Blitz you will be able to create stunning games and utilities. If you don't believe us, take a look at Zombie Apocalypse, coded totally in Blitz.



Defender

Another Blitz classic conversion, completely coded with the version of Basic on our Coverdisk. If you can tell this game was written in Basic, you must be an android. By the way, did we mention that Blitz Basic is on the disk too?



Overdrive

Viewed-from-above driving games are the flavour of this month. Apart from the fabulous Micro Machines there's Team 17's Overdrive. Play one exclusive level on this month's Coverdisk. And unlike other mags, our track has computer cars too!

The PC1204 & PC1208 Memory Expansion for the Commodore Amiga 1200.

Power Computing's latest 32-bit memory expansion for the Amiga 1200 is now available. The PC1208 combines exceptional value with incredible features. The original PC1204 4MB 32-bit memory expansion is still available, and is exceptional value.

SIMM Technology - The PC1208 uses the latest industry standard 32-bit SIMM technology allowing you to use 1MB, 2MB, 4MB and 8MB modules.

Zero Wait State - The PC1208 never leaves the processor waiting around for data, meaning your Amiga 1200 will run at its maximum speed. Simply adding either a PC1204 or PC1208 to your Amiga 1200 will increase its processing speed by 219%.

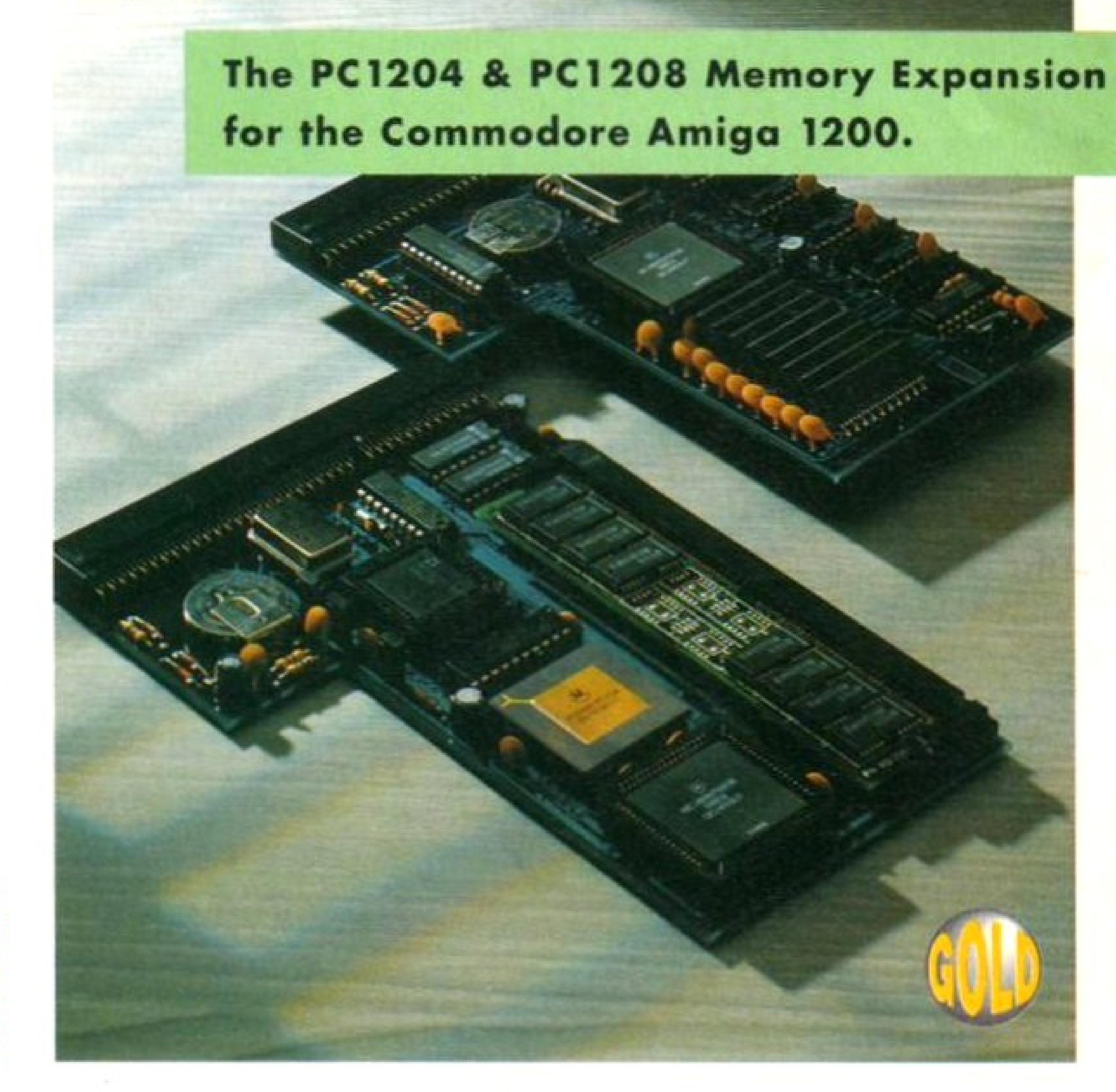
Real-Time Battery Backed Clock - Allows files to be date-stamped with the correct time and date so that you know exactly when they were created.

Ultra Fast FPU - With the addition of a maths co-processor intensive maths operations will be accelerated by up to fifty times. The PC1208 is the only memory expansion which offers the capability to take either PGA or PLCC type FPU's.

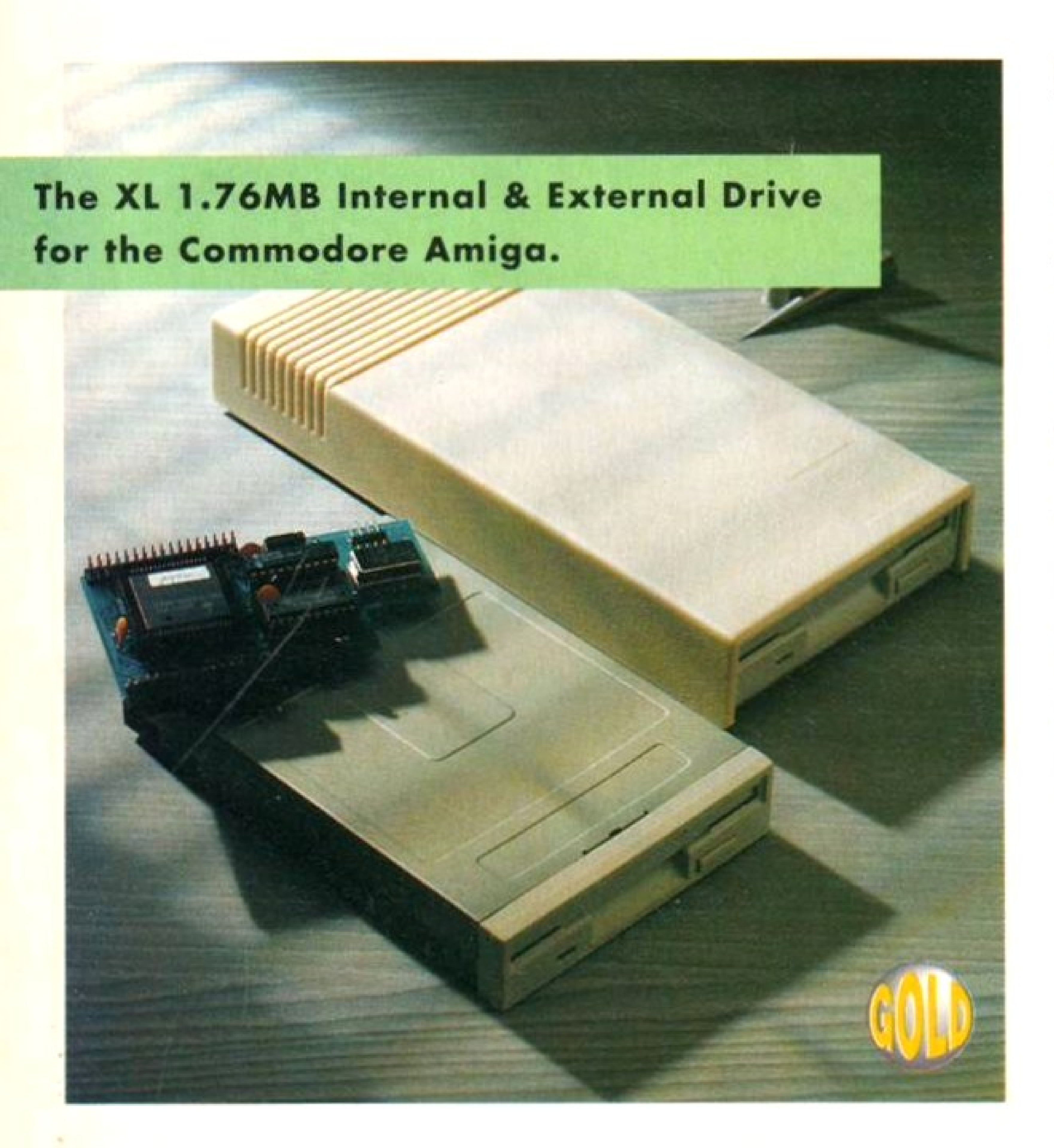
Easy To Fit - Fitted in minutes without the need to remove the computer's case. Does not effect your warranty.

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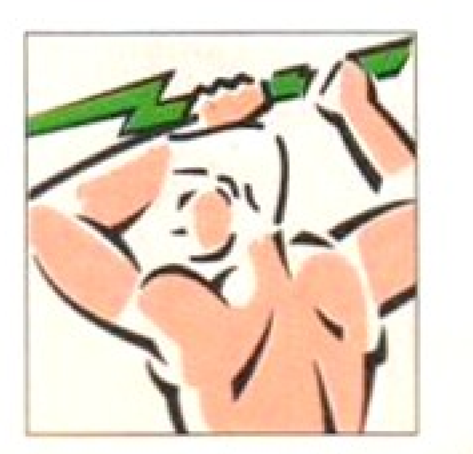
Easy to Fit - The external XL Drive simply plugs into the floppy drive port at the rear of your Amiga. The internal XL Drive simply replaces or adds to your existing drive(s). These drives can be installed in minutes and no soldering is required.

Software compatible - The XL series is fully compatible with all existing hardware and software.

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Internal XL Drive £89.95
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*Requires Kickstart 2 or above. **Requires Workbench 2.1 or above.

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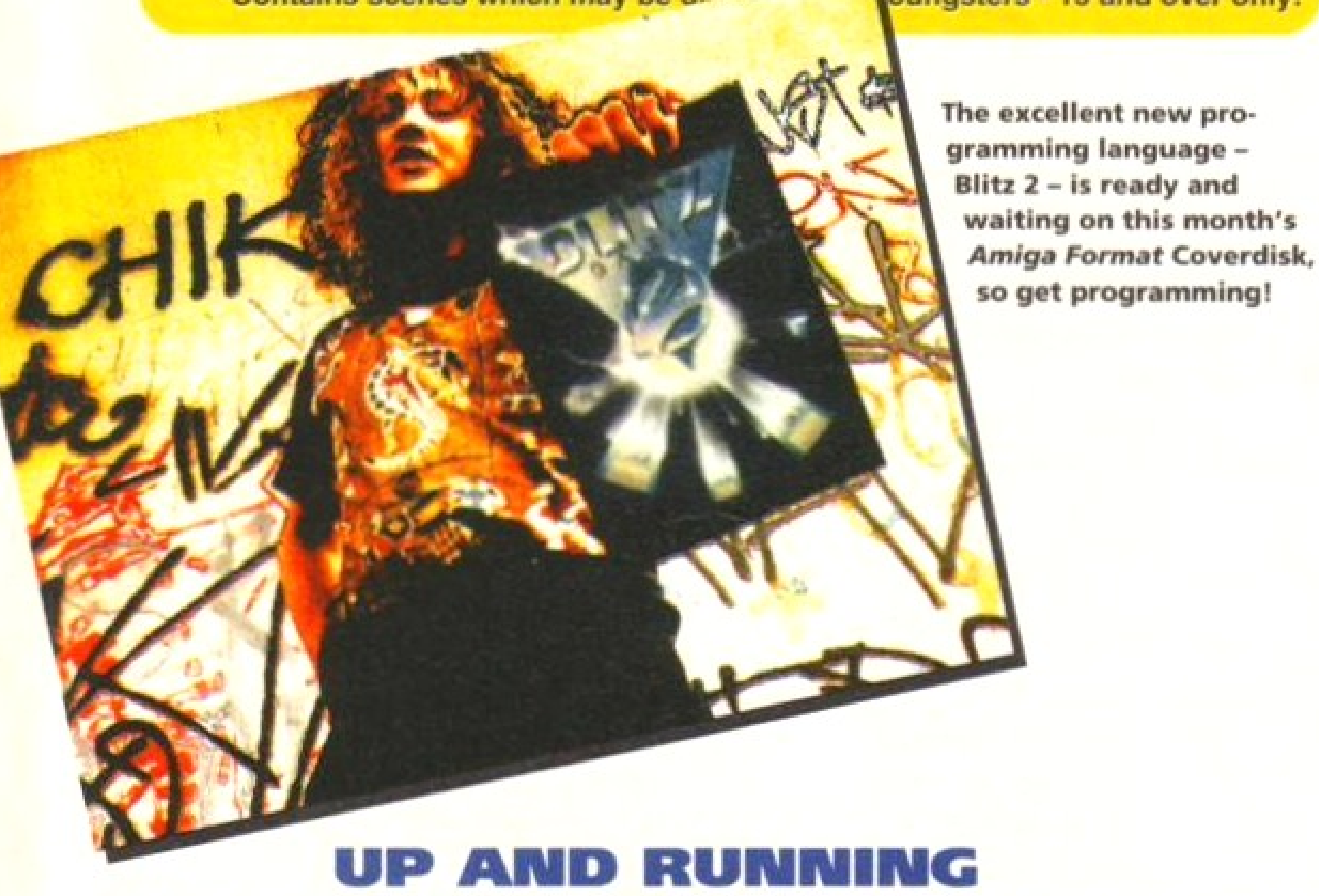
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BLITZ BASIC

So you're lucky enough to have a full working copy of Blitz Basic. But what do you do with it? Write brilliant programs, of course. And on the next 10 pages we show you how in the first of our mega tutorials.

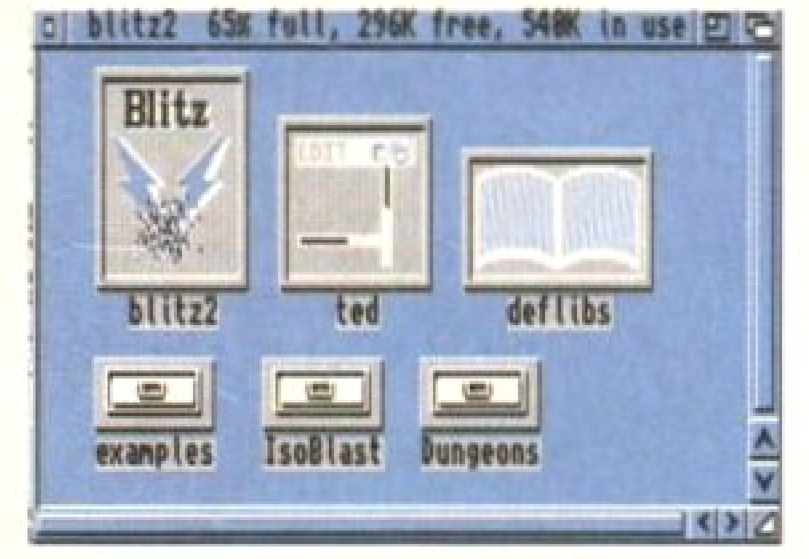


The excellent new programming language – Blitz 2 – is ready and waiting on this month's *Amiga Format* Coverdisk, so get programming!

UP AND RUNNING

The Blitz 2 Coverdisk this month features the complete Blitz 2 language. The three components that make up the language are:

Blitz 2: the compiler
Ted: the editor
Deflibs: the command libraries



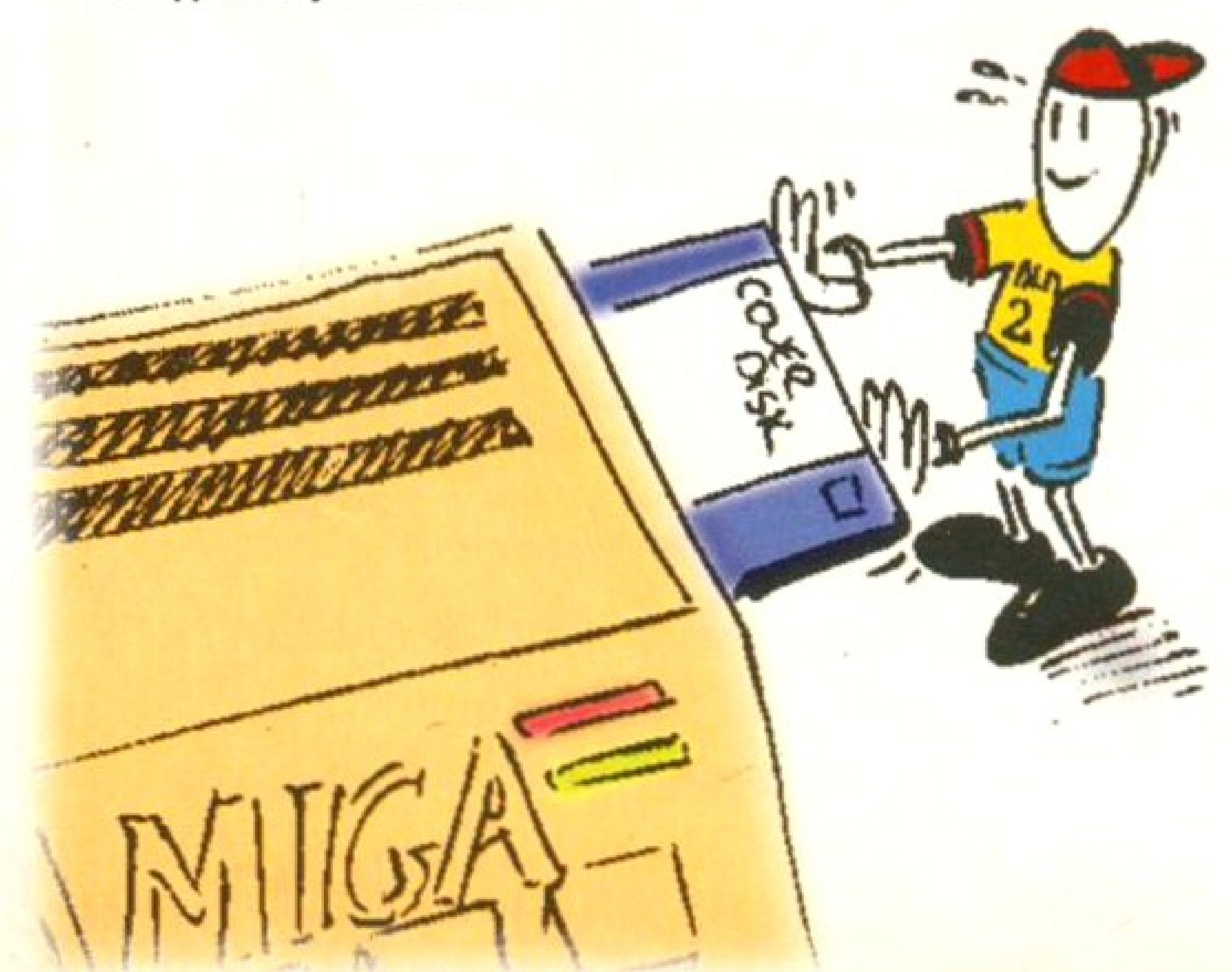
When you load your Coverdisk, these icons will appear on your screen.

To start programming in Blitz 2 just click on the Blitz 2 icon from Workbench. As Blitz 2 is a combination editor-compiler the other two files Ted and Deflibs must always be present in the same drawer.

Harddisk users can install Blitz 2 on their system simply by creating a new drawer on their hard disk and dragging the three files from the Coverdisk into it. The line

ASSIGN BLITZ2: HardDriveName:DrawerName

should then be added to the hard drive's startup-sequence.



OKEE DOKEE!

After Blitz 2 is up and running select OKEE DOKEE and you're ready to type in your first Blitz 2 program:

```
Print "THUMBS UP DUDE!"
MouseWait
```

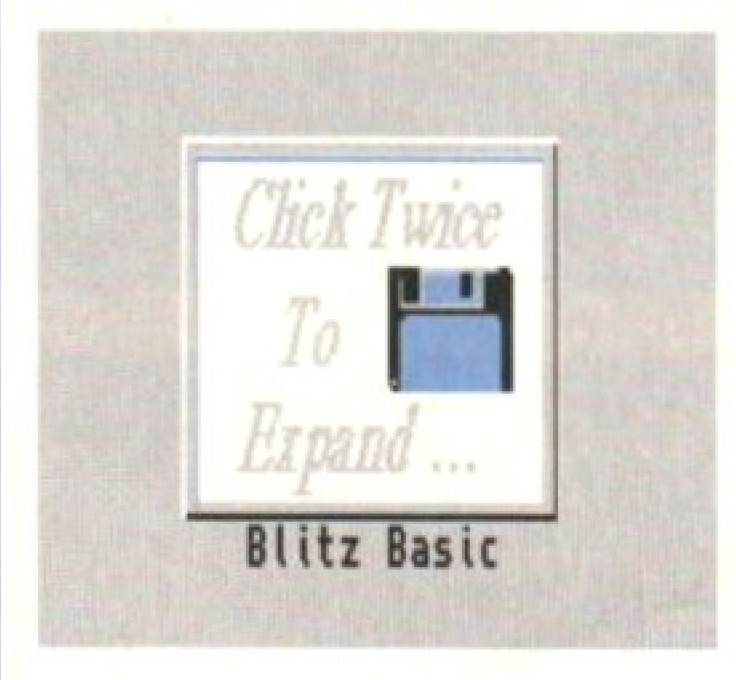
To run the program, select the Compile/Run option from the COMPILER menu. A Blitz 2 CLI window appears with your message printed across the top, unless of course you have made a typo in your first program, not a

Continued overleaf ☛



Getting Blitz 2 up and running is easy – just follow our simple step-by-step guide and you won't go wrong.

BEFORE YOU START



Welcome to yet another fabulous Coverdisk. This time you lucky people have got your hands on one of the most powerful and simple to use programming languages available, which will allow you to create everything from arcade quality games to top notch utilities.

Amazingly, the entire programming system has been packed on to one disk – one which you will have to expand before you can get cracking. To do this simply follow these steps:

1. Have a blank disk ready.
2. Restart your machine and insert Coverdisk 52A (make sure that it is write-protected).
3. When Workbench has loaded, double-click on the disk icon and wait for the window to open.
4. Locate the Blitz icon (it's the very big one) and double click on it.
5. A window will open and ask you to hang on for a moment. Do this – don't touch anything.
6. Eventually a message will appear asking you to insert a disk into df0: and press return. At this point remove your Coverdisk.
7. Insert your blank disk and press return. The data will now be written on to the disk.
8. When the process is finished you will be asked to insert your Coverdisk again. Do this.
9. Now you can remove your Coverdisk and insert your brand new Blitz Basic disk. Have fun!



THE BLITZ 2 DEBUGGER

Blitz 2 comes with a very powerful debugger that will tell you if anything goes wrong when your program is running. The RuntimeDebugger must be activated (via the compiler options requester) if you are to make use of it. If your program has an error and the runtime debugger is not activated, the chances are you will crash the system. Once you have your program error free, disabling the debugger will allow you to run your programs at near machine code speeds.

To stop the program that continuosuly prints "YOZA" we could invoke the debugger by hitting CtrlALtC. The STOP command can also be added anywhere in your code to invoke the Blitz 2 debugger. Some of the keyboard controls that can then be used with the Blitz 2 debugger:

H – Hide/Show debugger
S – single step through the program
I – ignore current command (skip to next one)
T – trace program execution
D – display 68000 registers
R – resume full speed program execution
Q – quit back to Ted (also use ESC)
B – backup through previously executed commands
F – forward step through previous commands (after B)

Warning! At present the special display used by the debugger is not compatible with DblPAL displays. Those programming with such monitors should insert the DblPALFix.bb code at the top of all their Blitz 2 programs (see Coverdisk).

SOME TED KEYBOARD CONTROLS

Return – move cursor to new line
ShiftReturn – break line at cursor position then move cursor to new line
ShiftLeftArrow – move cursor to same indent as line above
F1 – mark block start
F2 – mark block end
F3 – block to disk
F4 – paste block
ShiftF3 – delete block

If you don't have a MouseWait, then everything whizzes past too quickly and you miss out on the 'YOWZA' message.

good start! Click the mouse button to return to the Blitz 2 editor.

So why the MouseWait you ask? Delete the second line and find out. Ha! So if you don't have a MouseWait you don't get a chance to read the message, the program runs but finishes and returns to Ted before you get a chance to read the message!

If you wanted to keep printing the same message over and over again until the mouse button was pressed we would use the following code:

```
While Joyb(0)=0 ;repeat while the mousebutton isn't down
Print "YOWZA!"
Wend
```

Weird huh? If we wanted each message to appear on a new line rather than all jumbled up together we could replace the Print command with NPrint. Note how we use a semi colon before the remark on the first line instead of the old Rem statement.

LOADING THE EXAMPLES

"OK. that's all very exciting but let's see some good stuff," I hear you say. In that case it's time to have a look through the examples drawer that comes on

MONSTA'S IN THE DUNGEON
BY SIMON ARMSTRONG

```
DEFTYPE .w                                      ;all variables are integers

console=False                                   ;make true to run on std console (cli)
width=128                                       ;standard map size as in editor
height=64
size=width*height
dispw=32
disph=16                                        ;display width and height
map$="map1"
nummonsters=256                                 ;maximum number of monsters

If console
    home$=Chr$($9b)+"H":mycls$=home$+Chr$($9b)+"J" ;strings for consoles
Else
    FindScreen 0
    Window 0,20,20,270,170,$1400,"MONSTER GAME",1,2
    WindowInput 0:WindowOutput 0
EndIf

NEWTYPE .monstype                               ;the monster object
    x.w:y.w
End NEWTYPE

Dim List monster.monstype(nummonsters)          ;loads of monsters!

Dim c$(4):c$(0)=Chr$(32):c$(1)="*":c$(2)="O":c$(3)="M":c$(4)="B"

Dim map.b(width-1,height-1)                     ;standard 2D array for the map

.maingame:
    turn=0:gameover=False                       ;reset game variables
    myx=10:myy=10                               ;in case no B found on the map
    Gosub readmap                               ;read file map$ into map array
    Gosub welcome                               ;do front end
    Repeat                                      ;main loop
        Gosub drawmap                           ;refresh display
        Gosub yourmove                          ;get player's move
        Gosub monstermove                       ;move the monsters
    Until gameover=True
    Print "PLAY AGAIN? (Y/N)"
    If UCase$(Edit$(1))="Y" Then Goto maingame
    End

.readmap
    If ReadFile(0,map$)                         ;if file found
        ReadMem 0,&map(0,0),size:CloseFile 0    ;raw read into array
        ClearList monster()                     ;find the monsters!
        For x=0 To width-1:For y=0 To height-1  ;and record all their
            If map(x,y)=3                       ;positions in list
                If AddItem(monster()) Then monster()\x=x,y
            EndIf
            If map(x,y)=4 Then myx=x:myy=y      ;found BMan's start position!
        Next y,x
    Else
        End                 ;couldn't find file (we're in the wrong directory?)
```

the disk. Select Load from the PROJECT menu. Then select any of the files in the examples drawer that end with the suffix ".bb2".

THE EXAMPLES:

```
dualpf.bb2        ;example code for opening a dualplayfield display
scroller.bb2      ;gosh hardware scrolling is fast!
palette.bb2       ;simple palette requester
converter.bb2     ;converts decimal hex binary using string gadgets
scrolling.bb2     ;* endless horizontal scrolling
menus.bb2         ;* groovy menus
windows.bb2       ;example of opening different windows
darts.bb2         ;hardcore example of machine code meets Blitz2
```

*** WARNING!**

The small CD gadget on the Blitz 2 file requester is very important. Programs that access files often expect them to be located in the same drawer as the program itself. Clicking on CD in the file requester will change the "current directory" to that listed in the "path" field.



With your first Blitz project you will encounter many a frightening monster in deep, dark dungeons!

A LIST OF SOME WINDOW EVENTS AND THEIR CODES

Window has been sized	**$2**
Mouse was Clicked	**$8**
Gadget has been pressed down	**$20**
Gadget has been released	**$40**
Menu selected	**$100**
Window Has been closed	**$200**
Window Activated	**$40000**

If you want to change the above program so that it only ends when the user selects the close gadget in the window you would replace the WaitEvent with the following:

```
Repeat
ev.l=WaitEvent        ;ev (a long word) holds the event code
Until ev=$200
```

You can now size the window and our program will ignore such an event and go back to sleep! The only event it will actually take note of is the CloseWindow event.

The next thing you will want to do is add Menus and Gadgets to the program so the user has something to play with besides moving windows around (a novelty that soon wears off after first buying your new Amiga).

• For example if you try and run the "scrolling.bb2" example without making the examples directory the "current directory" the program cannot run. Select Load again but this time click on CD before OK to make the examples drawer the current directory.

PROJECT 1 – STRAIGHT TO THE DUNGEON!

MONSTAS IN THE DUNGEON!

The first project for this feature is a simple text based game with a fully functional Intuition based editor to accompany it. Text based dungeon games where the monsters are the letter M go back to the first mainframes.

Because this version works with a standard console window I was able to get it running as a "DOOR" on a local BBS so people could dial in and play it on-line.

The game at present is really only a working shell. The aim was to keep it simple and concise, not fill it with complex monsta psychology.

Continued overleaf ☛

```
  EndIf
  Return

.welcome:
  NPrint "WELCOME TO THE DUNGEON!"
  NPrint " HIT RETURN TO PLAY"
  a$=Edit$(1):Return

.monstermove:
  USEPATH monster()
  ResetList monster()
  While NextItem(monster())
    map(\x,\y)=0                          ;clear current pos on map
    dx=Sgn(myx-\x):dy=Sgn(myy-\y)         ;calc direction to move in
    oldx=\x:oldy=\y                       ;remember old pos
    If Rnd(2)                             ;home in on either x or y priority
      If dxThen \x+dx Else \y+dy
    Else
      If dyThen \y+dy Else \x+dx
    EndIf
    Select map(\x,\y)                     ;whats in new pos?
      Case 0:map(\x,\y)=3                 ;empty space cool!
      Case 1:\x=oldx:\y=oldy:map(\x,\y)=3 ;wall back up!
      Case 2:map(\x,\y)=1:KillItem monster()  ;down a hole!
      Case 3:\x=oldx:\y=oldy:map(\x,\y)=3 ;another monster!
      Case 4:NPrint "HA GOTCHA!":gameover=True  ;he got me!
    End Select
  Wend
  If NOT LastItem(monster()) Then NPrint "SUCCESS!":gameover=True
  Return

.yourmove:
  turn+1:Print "Turn #",turn," (U,D,L,R or Q) "
  map(myx,myy)=0                          ;rub out old position
  Select UCase$(Edit$(1))                 ;edit$=input
    Case "U":If map(myx,myy-1)Then myy-1  ;up
    Case "D":If map(myx,myy+1)Then myy+1  ;down
    Case "L":If map(myx-1,myy)Then myx-1  ;left
    Case "R":If map(myx+1,myy)Then myx+1  ;right
    Case "Q":Print "BYE NOW":End          ;quit
  End Select
  If map(myx,myy)=2
    NPrint "ARRRRR YOU FELL DOWN A HOLE!":gameover=True
  Else
    map(myx,myy)=4                        ;place in new position
  EndIf
  Return

.drawmap:
  If console Then Print home$ Else WLocate 0,0
  posx=QLimit(myx-dispw/2,0,width-dispw)
  posy=QLimit(myy-disph/2,0,height-disph)
  For y=0 To disph-1
    For x=0 To dispw-1:Print c$(map(posx+x,posy+y)):Next:NPrint ""
  Next
  Return
```




Yes – this is a window. And the only event the program will take note of is the CloseWindow one!

THE DUNGEON EDITOR

One very powerful feature of Blitz 2 is the ease in which you can use the Amiga's own operating system Intuition in your programs. The following code will open a new Screen and open a Window on that screen:



The main loop in the editor listing shows you how to handle menu requests.

```
Screen 0,10,"My Screen"
Window 0,0,12,640,240,$100f,"My Window",1,2
WaitEvent
```

Now that we are going to be using windows in our programs we can abandon the MouseWait command in favour of WaitEvent. With Intuition information about what the user is doing is passed to your program in the form of "Events".

The WaitEvent command will put our program to sleep (so it doesn't hog CPU time in the Amiga's multitasking environment) until the user clicks on the mouse, types a message, and so on.

MENUS

Menus must be defined before you open any Windows in Blitz 2. Menus are made up of titles such as PROJECT and EDIT. Off these titles are MenuItems and from these there are sometimes even SubMenus.

To add a menu that has a Quit option, we would use the following code:

```
MenuTitle 0,0,"PROJECT"
MenuItem 0,0,0,0,"QUIT ","Q" ;even has a keyboard shortcut!
```

After the Window command we would attach our Menu to the new window with the SetMenu command, in this instance:

```
SetMenu 0
```

After getting a menu event (code $100) the functions MenuHit and ItemHit return which item in which list the user selected. Have a look at the main loop in the editor listing to see how to handle the Load, Save and Quit menu requests.

GADGETS

Gadgets are the buttons that appear on windows making good Amiga software such a joy to use. Blitz 2 supports various types of Gadgets for you to add to your program, your editor makes use of text gadgets and proportional gadgets (sliders), we will cover string and shape gadgets next month.

As with Menus, gadgets must be created before Windows are opened in your Blitz 2 programs. The following code opens a Window with three text gadgets and prints a message each time the user presses one of them. Just to be annoying, the window jumps in a random direction after a button is selected! Note the GadgetHit function is similar to the MenuHit function and contains which gadget caused the event.

DUNGEON EDITOR
BY SIMON ARMSTRONG

```
width=128                          ;map/dungeon constants same as dungeon.bb
height=64
size=width*height

MaxLen pa$=160                     ;fix length of strings for use with Blitz2
MaxLen fi$=64                      ;filerequester

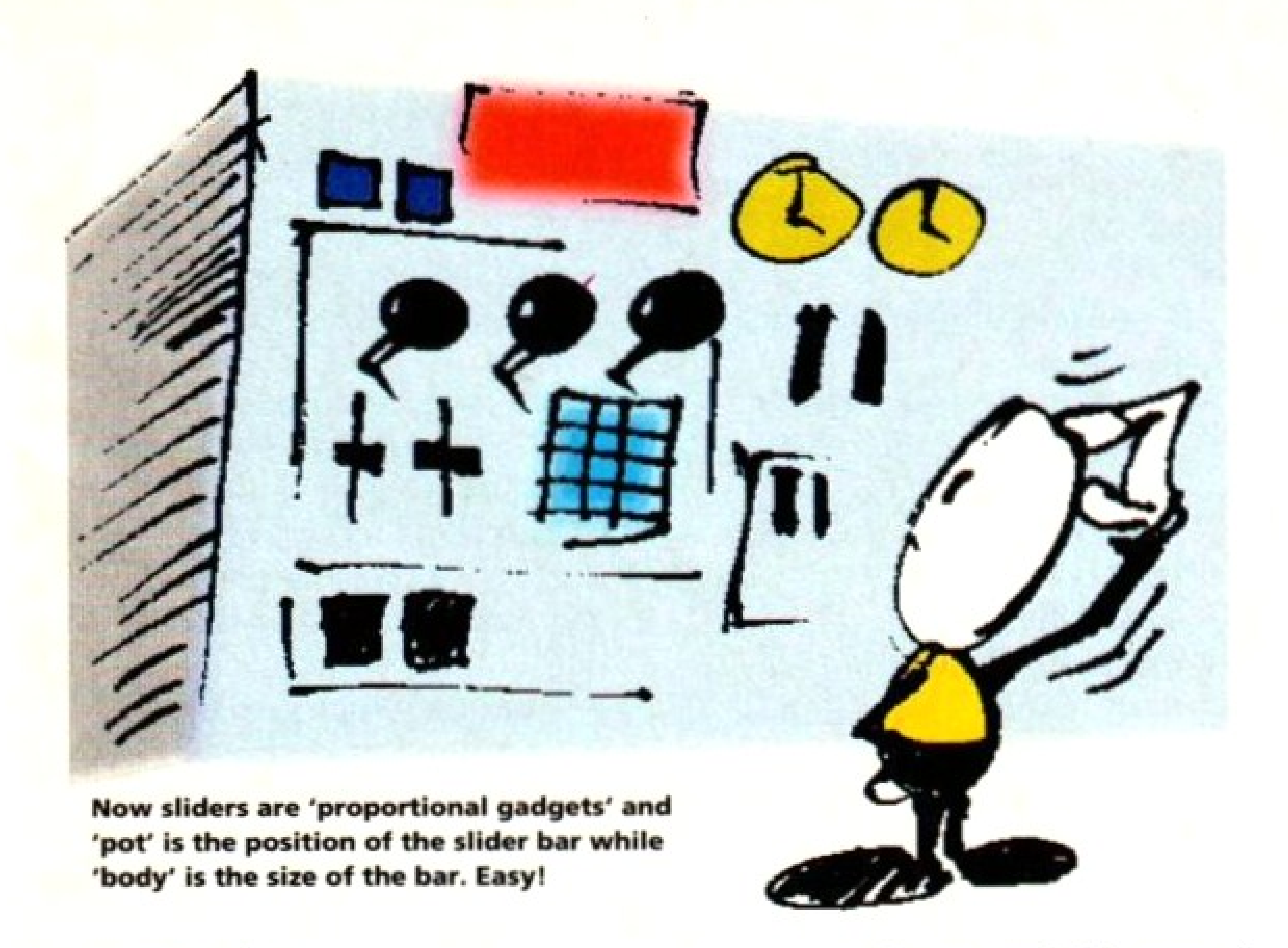
Gosub initmap                      ;dimension array and draw border
Gosub initchars                    ;string array for our objects
Gosub initui                       ;open user interface
Gosub sizewindow                   ;refresh map window

Repeat                             ;main loop based on Intuition events
  ev.l=WaitEvent
  Select ev
    Case 2
      Gosub sizewindow
    Case 8
      If EventWindow=0 AND MButtons=1 Then Gosub draw
    Case $40
      If GadgetHit
        posy=Int(VPropPot(0,0)*height)          ;scroll map
        posx=Int(HPropPot(0,1)*width)
        Gosub drawdungeon
      Else
        brush=GadgetHit-2          ;select brush from tool window
      EndIf
    Case 256
      If MenuHit=0 AND ItemHit=0 Then Gosub loadmap
      If MenuHit=0 AND ItemHit=1 Then Gosub savemap
      If MenuHit=0 AND ItemHit=2 Then End
    Case $40000
      Use Window 0:Redraw 0,0:Redraw 0,1
  End Select
Forever

.initmap
  Dim map.b(width-1,height-1)
  For y=0 To height-1:map(0,y)=1:map(width-1,y)=1:Next
  For x=0 To width-1:map(x,0)=1:map(x,height-1)=1:Next
  Return

.initchars
  Dim c$(4)
  c$(0)=Chr$(32):c$(1)="*":c$(2)="O":c$(3)="M":c$(4)="B"
  Return

.draw
  Repeat
    Use Window 0
    cx=QLimit(Int((WMouseX-6)/8),0,ww-1)
    cy=QLimit(Int((WMouseY-10)/8),0,wh-1)
    map(posx+cx,posy+cy)=brush
    WindowOutput 0:WLocate cx*8,cy*8:Print c$(brush)
  Until Event
```



Now sliders are 'proportional gadgets' and 'pot' is the position of the slider bar while 'body' is the size of the bar. Easy!

```
Dim a$(3)                                         ;string array to hold message in
For i=0 To 2                                      ;set up our 3 buttons
Read a$(i),b$                                     ;across the window
TextGadget 0,20+i*80,14,0,i,b$
Next
FindScreen 0                                      ;find workbench screen
Window 0,20,20,300,40,$100f,"CLOSE ME",1,2,0      ;open window
win.l=Peek.l(Addr Window(0))                      ;actual location for system calls
Repeat
Select WaitEvent
Case $20
WLocate 100,18:Print a$(GadgetHit)                ;print silly message
MoveWindow_ win,Rnd(200)-100,Rnd(200)-100         ;call system routine
Case $200:End                                     ;end if close gadget
End Select
Forever
Data$ "OOOOM","Button 1","PA PA","Button 2","BANG!","Button 3"
```

The sliders that you are use to on the Amiga are also known as Proportional Gadgets. In Blitz 2 there are a number of commands to both control prop gadgets and read their settings. The following descriptions use the terms body and pot, pot refers to the position of the slider bar in the gadget, the body refers to its size.

SetVProp & SetHProp are used to configure both the sliders pot and body
VPropPot & HPropPot return the sliders current vertical & horizontal position
VPropBody & HPropBody return the sliders current size
Redraw should be used after using the SetVProp and SetHProp commands

Back to the Editor

I won't go into too much detail about how the editor all fits together. I have included lots of comments throughout the listing so that you can get the most from studying them.

The main thing is an explanation of what to do with the editor once it's working! The first thing you should do is Load the map I have placed in the dungeon drawer of the cover disk. Using the Load menu from your new dungeon editor find the MAP1 file I have saved for you. After successfully loading the program you can now scroll round the map using the slider gadgets on the side of the window.

OK, so what do the different letters represent?

*	WALL
O	HOLE (that monsters fall down)
M	MONSTER (oh no)
B	BLITZMAN (thats you of course)

Click on any of the buttons in the ToolBox window, you can then paint on the main window simply by using the left button of the mouse. Simple, huh?

A few rules that I haven't checked for in the program:

- Don't have more than one BlitzMan in the dungeon
- Don't add more than 256 monsters!
- Don't paint on any of the walls that border the main area
- Do be creative!

Next issue I will show you how to use graphics in windows so we can expand the editor for generating "tile" based maps for those seemingly endless scrollers which are still the rage, whether they be platformers or shoot em ups. Make sure you have your graphic artist at hand, you may even need two now that you're programming in Blitz 2!

THE DUNGEON GAME

Welcome to the Dungeon, it's full of fun and games, you seem pretty eager baby, so get down on your knees... Oops, that's enough of that...

Now that we have a dungeon editor we'll need a program that lets us play in them! As I mentioned the listing this month is only a shell to get you

Continued overleaf

```
    Return

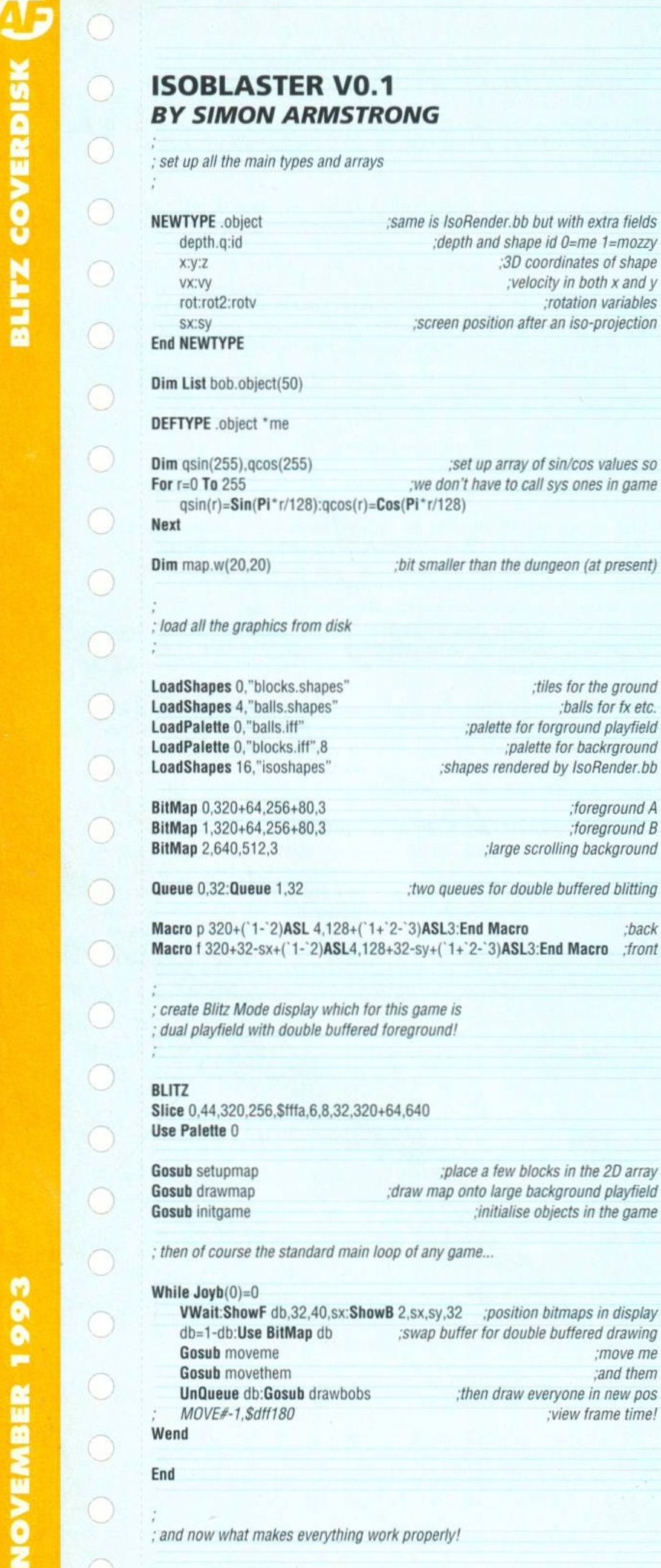
.sizewindow
    Use Window 0
    ww=Int(WindowWidth/8)-3                    ;num blocks we can display
    wh=Int(WindowHeight/8)-3                   ;with current window size
    Gosub drawdungeon
    SetVProp 0,0,posy/height,wh/height         ;position sliders
    SetHProp 0,1,posx/width,ww/width
    Redraw 0,0:Redraw 0,1
    Return

.drawdungeon
    WindowOutput 0
    posx=QLimit(posx,0,width-ww)               ;get topleft coordinate with
    posy=QLimit(posy,0,height-wh)              ;limit of upper/lower value
    InnerCls
    For y=0 To wh-1
        For x=0 To ww-1                        ;character based on value in map
            ch=map(posx+x,posy+y)
            If ch Then WLocate x*8,y*8:Print c$(ch)
        Next
    Next
    Return

.initui
    MenuTitle 0,0,"PROJECT"                    ;set up menus for our editor
    MenuItem 0,0,0,0,"LOAD       ","L"
    MenuItem 0,0,0,1,"SAVE       ","S"
    MenuItem 0,0,0,2,"QUIT       ","Q"
    PropGadget 0,-16,10,2+16+128,0,16,-20      ;gadgets for sliders
    PropGadget 0,4,-9,4+8+64,1,-22,10
    For i=0 To 4                               ;gadgets for brush select
        TextGadget 1,i*24+12,12,512,2+i,c$(i)
    Next
    brush=1:Toggle 1,3,On
    Screen 0,10,"Dungeon Editor"               ;and a screen and windows
    Window 0,0,12,640,240,$1001,"DUNGEON",1,2,0:SetMenu 0
    Window 1,400,0,140,28,$1002,"BLOCKS",1,2,1:SetMenu 0
    Use Window 0:Redraw 0,0:Redraw 0,1
    Return

.loadmap
    a$=FileRequest$("LOAD DUNGEON",pa$,fi$)    ;do a file request
    If ReadFile(0,a$)                          ;if file there
        If Lof(0)=size Then ReadMem 0,&map(0,0),size   ;read it into map
        CloseFile 0                            ;array (raw!)
        Gosub drawdungeon                      ;refresh screen
    EndIf
    Return

.savemap
    a$=FileRequest$("SAVE DUNGEON",pa$,fi$)
    If WriteFile(0,a$)
        WriteMem 0,&map(0,0),size:CloseFile 0  ;write array to file raw
    EndIf
    Return
```



ISOBLASTER V0.1
BY SIMON ARMSTRONG

```
;
; set up all the main types and arrays
;

NEWTYPE .object                         ;same is IsoRender.bb but with extra fields
    depth.q:id                          ;depth and shape id 0=me 1=mozzy
    x:y:z                               ;3D coordinates of shape
    vx:vy                               ;velocity in both x and y
    rot:rot2:rotv                       ;rotation variables
    sx:sy                               ;screen position after an iso-projection
End NEWTYPE

Dim List bob.object(50)

DEFTYPE .object *me

Dim qsin(255),qcos(255)                 ;set up array of sin/cos values so
For r=0 To 255                          ;we don't have to call sys ones in game
    qsin(r)=Sin(Pi*r/128):qcos(r)=Cos(Pi*r/128)
Next

Dim map.w(20,20)                        ;bit smaller than the dungeon (at present)

;
; load all the graphics from disk
;

LoadShapes 0,"blocks.shapes"            ;tiles for the ground
LoadShapes 4,"balls.shapes"             ;balls for fx etc.
LoadPalette 0,"balls.iff"               ;palette for forground playfield
LoadPalette 0,"blocks.iff",8            ;palette for backrground
LoadShapes 16,"isoshapes"               ;shapes rendered by IsoRender.bb

BitMap 0,320+64,256+80,3                ;foreground A
BitMap 1,320+64,256+80,3                ;foreground B
BitMap 2,640,512,3                      ;large scrolling background

Queue 0,32:Queue 1,32                   ;two queues for double buffered blitting

Macro p 320+(`1-`2)ASL 4,128+(`1+`2-`3)ASL3:End Macro               ;back
Macro f 320+32-sx+(`1-`2)ASL4,128+32-sy+(`1+`2-`3)ASL3:End Macro    ;front

;
; create Blitz Mode display which for this game is
; dual playfield with double buffered foreground!
;

BLITZ
Slice 0,44,320,256,$fffa,6,8,32,320+64,640
Use Palette 0

Gosub setupmap                          ;place a few blocks in the 2D array
Gosub drawmap                           ;draw map onto large background playfield
Gosub initgame                          ;initialise objects in the game

; then of course the standard main loop of any game...

While Joyb(0)=0
    VWait:ShowF db,32,40,sx:ShowB 2,sx,sy,32   ;position bitmaps in display
    db=1-db:Use BitMap db               ;swap buffer for double buffered drawing
    Gosub moveme                        ;move me
    Gosub movethem                      ;and them
    UnQueue db:Gosub drawbobs           ;then draw everyone in new pos
;   MOVE#-1,$dff180                     ;view frame time!
Wend

End

;
; and now what makes everything work properly!
;

.moveme:
    USEPATH *me                         ;use pointer to my object in list
    \rot=QWrap(\rot-Joyx(1)/2,0,16)     ;rotate according to joystick
    If Joyb(1)=1                        ;if fire
        \vx+qsin(\rot ASL 4) ASR 6      ;then thrust in direction I
        \vy+qcos(\rot ASL 4) ASR 6      ;am pointing (my \rot)
    EndIf
    \vx-\vx ASR 5                       ;this subtracts a fraction of my velocity
    \vy-\vy ASR 5                       ;off my velocity (same as drag)
    \x=QLimit(\x+\vx,0,19)              ;this adds celocity to my position
    \y=QLimit(\y+\vy,0,19)
    \sx=!p{\x,\y,\z}                    ;calculate screen coordinates
    sx=QLimit(\sx-160,0,320)            ;calulate scroll values for display so
    sy=QLimit(\sy-128,0,256)            ;I am as close to center as possible
    \sx-sx+32:\sy-sy+32
    \depth=\x+\y                        ;don't forget my depth variable
    If map(\x,\y)=1                     ;oh and colour in block if I stand on one
        Use BitMap 2:x=Int(\x):y=Int(\y):Blit 2,!p{x,y,0}:Use BitMap db
    EndIf
    Return

.movethem:
    USEPATH bob()                       ;simple routine that loops through
    ResetList bob()                     ;all shapes makeing /id=2 shapes
    While NextItem(bob())               ;fly round in circles...
        If \id=2
            \rot=QWrap(\rot+\rotv,0,16)
            \rot2=QWrap(\rot2+1,0,16)
            \x+qsin(\rot ASL 4) ASR 4:\y+qcos(\rot ASL 4) ASR 4
            \sx=!f{\x,\y,\z}
            \depth=\x+\y
        EndIf
    Wend

.drawbobs:
    SortList bob()                      ;sort from back to front
    ResetList bob()                     ;loop through and draw, if they
    USEPATH bob()                       ;are \id=2 draw propellor as well
    While NextItem(bob())
        If RectsHit(\sx,\sy,1,1,16,40,320+31,256+40)
            QBlit db,\id*16+\rot,\sx,\sy
            If \id=2 Then QBlit db,\id*16+16+\rot2,\sx,\sy
        EndIf
    Wend
    Return

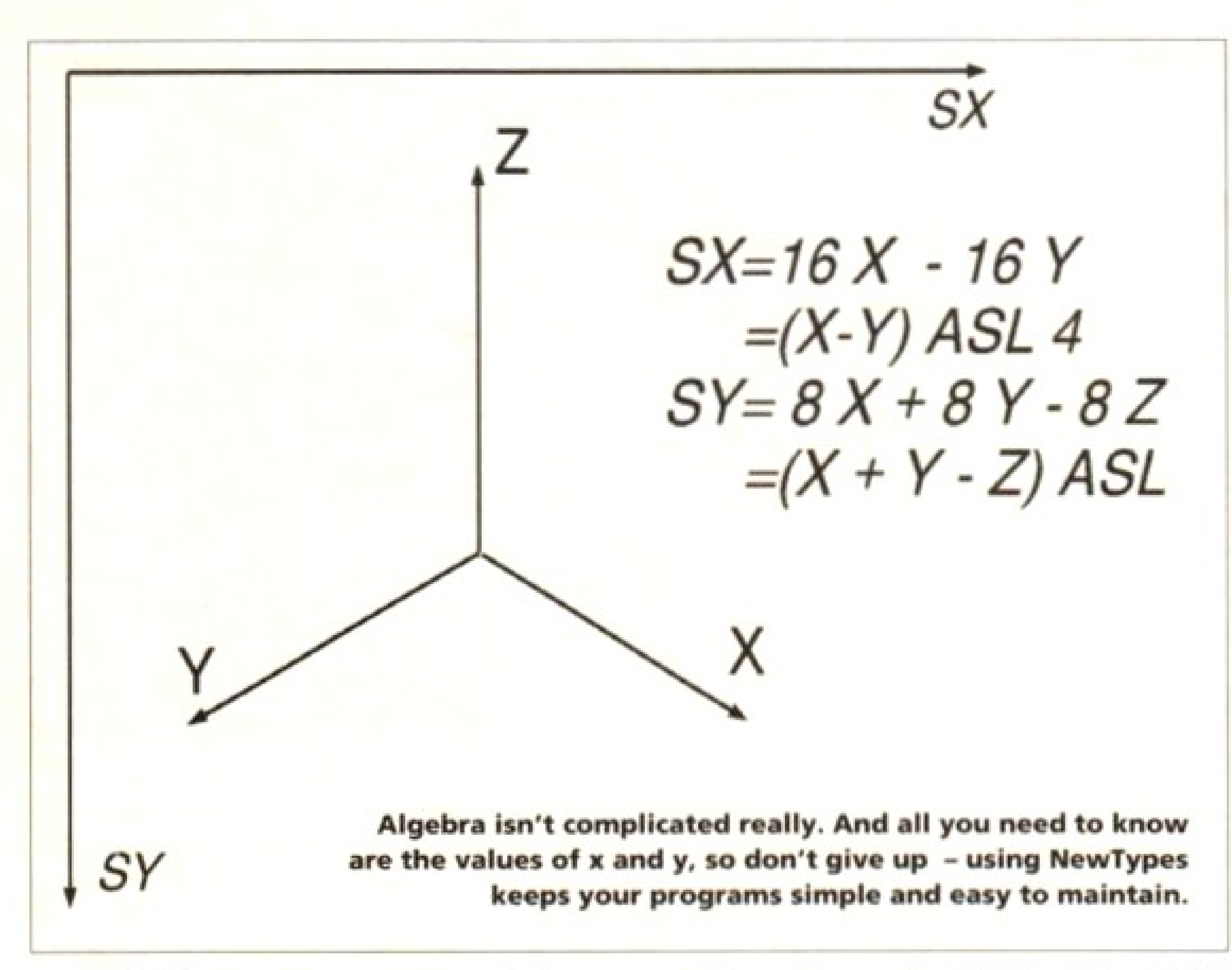
.initgame:
    ClearList bob()
    AddItem bob():*me.object=bob()
    *me\id=1,.5,.5,0
    For i=0 To 2
        If AddItem(bob())
            bob()\id=2,Rnd(19),Rnd(19):\rotv=(Rnd(1)-.5)ASR 2
        EndIf
    Next
    Return

.setupmap:
    For x=0 To 19:For y=0 To 19:map(x,y)=1:Next:Next
    For x=9 To 11:For y=9 To 11:map(x,y)=-1:Next:Next
    Return

.drawmap:
    Use BitMap 2
    For x=0 To 19
        For y=0 To 19
            If map(x,y)>-1 Then Blit map(x,y),!p{x,y,0}
        Next
    Next
    Return
```

Continued overleaf


LETHAL WEAPON
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Algebra isn't complicated really. And all you need to know are the values of x and y, so don't give up – using NewTypes keeps your programs simple and easy to maintain.

started, it's up to you to turn it into something fun and addictive. Don't be put off because it just uses boring text and doesn't have snazzy graphics. That sort of attitude is responsible for some of the worst Amiga programs around. This project is aimed at getting you into a creative mode without being slowed down by the glamour 'tude.

First up a little bit of detail. The dungeon program loads in maps created by the dungeon editor, and lets the player (the B character) move round by typing L, R, U or D and then return. At the moment, you can't walk into walls and neither can the monsters (they're the big M's) but you can fall down holes as can the monsters. Yup, you guessed it, the game ends when you've tricked all the monsters into falling down holes rather than eating you up!

To turn the listing into something even more playable (gasp!) it's time for some more technical stuff...

Two major features we have added to Blitz 2 are NewTypes and LinkedLists. The dungeon game is a very simple introduction to both, as information about each monster is held in a NewType and all the monsters are stored in a Linked List!

NEWTYPES

Similar to the fields of a database or structures in C, Blitz 2 NewTypes are designed to contain a collection of data in one variable or record. Say we have a ball in our program that has both an x and y value as well as a height. In standard BASIC we would assign the ball three variables:



Using the Iso-render program (see next page) you can create shapes made up of different balls connected together.

THE SLICE COMMAND

To set up a dual playfield slice we use the long (10 parameter!) version of the slice command, its syntax is:

Slice

Slice#,Y,Width,Height,Flags,BitPlanes,Sprites,Colours,Width1,Width2

SLICE #	– the display can be made up of multiple slices
Y	– 44 is the standard vertical position that displays should start
WIDTH	– actual width of display (can be smaller than the bitmaps to be shown)
HEIGHT	– 256 is standard PAL height
FLAGS	– $fff8=lores $fff9=hires $fffa=dualplayfield
BITPLANES	– Number of bitplanes in total to be displayed
SPRITES	– Always set to 8 (even when not used)
COLOURS	– Number of colours
WIDTH1	– Foreground Bitmap width
WIDTH2	– Background Bitmap width (same as Width1 if not Dual Playfield)

When utilising a dualplayfield display we use the ShowF and ShowB commands to position our two bitmaps on the display.

```
ballx=20:bally=30:ballheight=50
```

If we had 50 balls we wold need 3 arrays:

```
Dim ballx(50),bally(50),ballheight(50)
```

By defining a NewType that can hold not one, but three values:

```
NEWTYPE .object
    x:y:height
End NEWTYPE
```

We then only need one variable for our ball:

```
ball.object\x=20,30,50
```

Or if we have 50 balls we only require a single array:

```
Dim ball.object(50)
```

Using NewTypes not only keeps your programs simpler but much easier to maintain. If we need to add more fields for say, the ball's size we just add a size field to the NEWTYPE definition, no need to dimension another array!

LINKEDLISTS

A standard array in BASIC holds a fixed number of items. Often an array may be dimensioned to hold say 50 items, but at any one time the program may only have 20 items stored in the array. Separate variables are required to keep track of how many items are held in the array and several commands are needed to add a new item to the array and even more to delete one.

In Blitz 2 the linked list means these hassles are a thing of the past. The following creates a linklist structure that can hold a maximum of 50 balls:

```
Dim List ball.object(50)
```

The "list pointer" referred to in the following description is an internal pointer that replaces the index required by standard arrays. This internal pointer means we no longer use an index so:

```
ball(n)\x=20                    ;using standard array where n is the array index
```

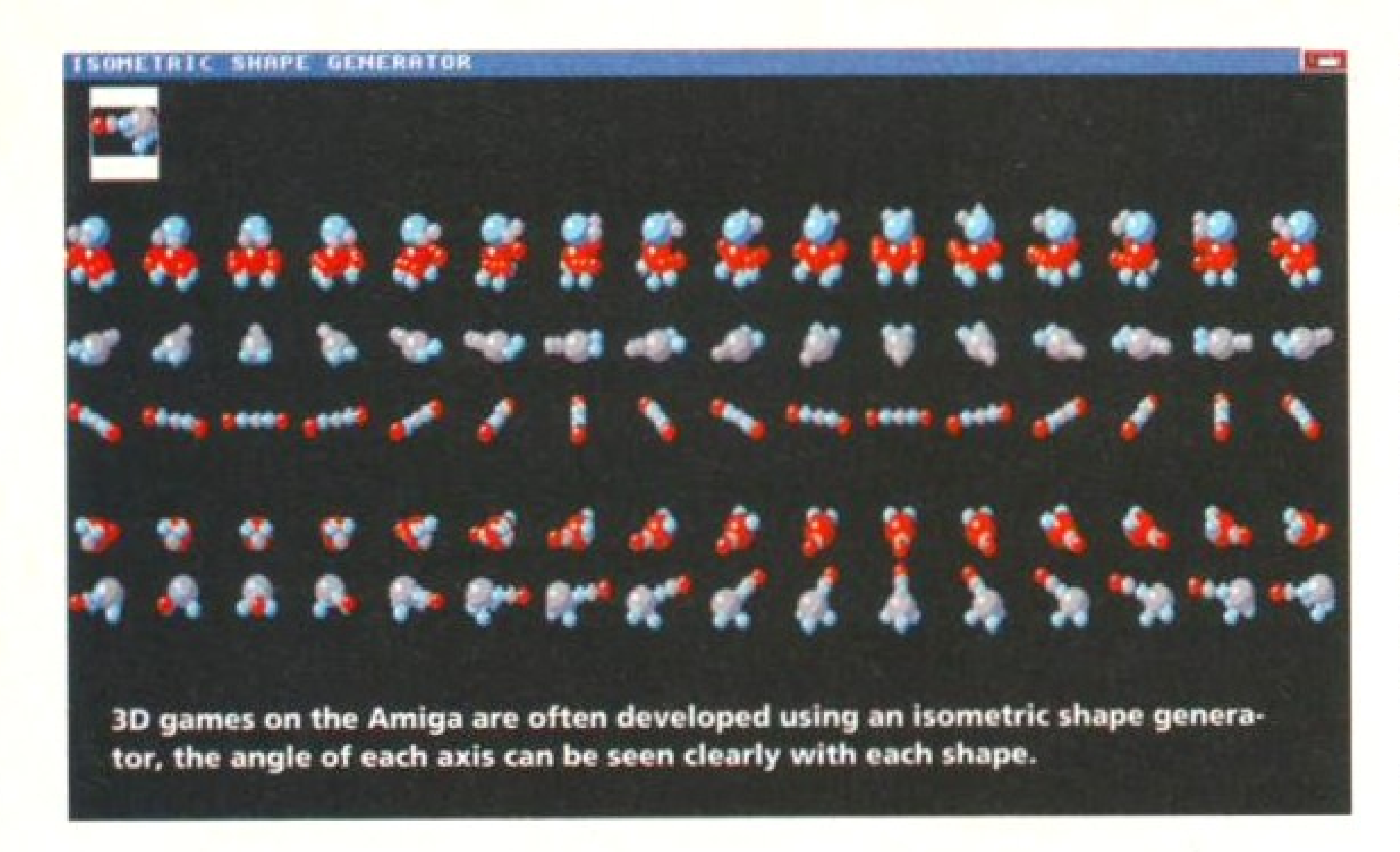
is replaced by:

```
ball()\x=20             ;no index required as the list has an internal index pointer
```

To add a new ball to our list we replace:

```
If n<50 Then n=n+1:ball(n)\x=10,30,50
```

Continued overleaf ☛



3D games on the Amiga are often developed using an isometric shape generator, the angle of each axis can be seen clearly with each shape.

with the AddItem command which returns false if the List is full:

```
If AddItem(ball()) Then ball()\x=10,30,50
```

A typical loop to move all the balls in a list looks like:

```
ResetList ball()                  ;reset internal pointer back to head of list
While NextItem(ball())            ;loop through list until we get to the end
ball()\x+10                       ;move "current" ball right
Wend
```

The NextItem() command moves the internal pointer on to the next item, returning false if there is none. LinkedLists produce not only tidy code but fast code, faster than normal arrays using standard indexes. And just to prove just how cool Linked Lists are we can add or delete items from a list in one command! We could add the following line to the inside of the previous loop:

```
If ball()\x>300 Then KillItem ball()          ;try that in normal BASIC!
```

BACK TO THE DUNGEON!

If you grasped all that you are doing extremely well. If you didn't don't worry, go ahead and type in the dungeon listing. The remarks are there so you can get just as much out of reading through the listings as studying this tutorial.

As I mentioned earlier, we will be expanding the map editor to handle graphics next issue. With this in mind you may want to start designing the graphics to replace the M*BO graphics, anim brushes will be fine but keep things small. The graphic version of dungeons will use shapes about 16 x 16 and of course be real time, none of this hitting return after every move!

The nice thing about the next version is it will still use Intuition and hence multitask with the rest of your system, unlike our next project...

PROJECT 2 – ISO-BLASTER

There are two listings this month to get us started on our very own original arcade game. Listing 1 – ISO-Render – creates isometric shapes out of what are commonly known as vector balls (after a very cool demo some years back), Listing 2 – ISO-Blaster – is the actual game (well the start of a game). Both programs require the graphics files which I have placed in the ISOBLASTER drawer of the Coverdisk. You must have ISO-Render running before you can run ISO-Blaster because ISO-Render creates the shapes file that ISO-Blaster requires.

So, who's Isometric? Isometric is a common perspective for developing 3D games on the Amiga. The diagram on the left shows the angle of each of the three axis in our game. Using an isometric perspective is very fast compared to a proper 3D view, there is no vanishing point and so shapes don't get larger and smaller depending on their position which means we can "pre-render" all our shapes.

The ASL command is an "Arithmetic Shift Left", those that know their binary logic will know that shifting a number to the left is the same as multiplying it by 2. The ASL 3 and ASL 4 in the above functions are quick replacements for *8 and *16.

SHAPE 4
SHAPE 5
SHAPE 6
SHAPE 7
SHAPE 8
SHAPE 9

This screenshot of the balls shows their codes so you can create some extra shapes for the game.

The ISO-RENDER program listed is used to render 16 rotations of each of our shapes. Each of the shapes is made up of balls connected together, the data tables at the end contain the number of balls in total and then the ball, x, y, z information. The following is a screenshot of the balls and their relative codes so you can create some extra shapes for the game.

As we are rotating a shape around its Z axis we use the following matrix multiplication:

```
[x] * [ SIN0 COS0]  => (x*SIN0+y*COS0, xCOS0-ySIN0)
[y]   [ COS0 -SIN0]
```

If you slept through maths that day it might be wise to ask someone a little more attentive to explain matrix multiplication to you. Using the above function we can rotate all the balls in the shape around the z (vertical) axis any degree we like.

However like other BASICs we have to remember the Sin() and Cos() functions in Blitz 2 work with radians:

A full rotation (360 degrees) is equal to 2*pi radians, so to rotate our shapes through 16 rotations we accomplish this in steps of pi/8 radians (360/16 degrees).

To Render each rotation of each shape we use the following steps:

```
Loop through 16 rotations in steps of pi/8 radians
    Loop through all the balls in the shape
    Read in their x,y,z offset (3d position)
    Rotate this position around the current rotation value
    Calculate the balls' depth so we can sort them from far to near
    Sort the balls
    Loop through the balls in the sorted order and draw them into the frame
Next Rotation
```

THE ISO-RENDER DISPLAY

As it is useful to see all the shapes we generate on the screen at once, ISORender opens a nice big hi-res interlace screen. We can use Blitz Basic's fast Blit commands with an Intuition Screen with the help of the ScreensBitmap command. After using this command Blitz 2 enables us to Blit to the Screen just as though it was one of our own bitmaps.

The following is a brief explanation of some new commands used in the ISO-RENDER listing:

LoadShape – can load any IFF or BlitzType graphics file into a shape object
LoadShapes – can load a series of shapes from an IFF AnimBrush or BlitzType file
LoadPalette – reads colours from an IFF file into a Palette object
SaveShapes -write shapes to BlitzType graphics file format
Box/BoxF – for drawing rectangles onto a BitMap
Blit – copy shape to a bitmap using the Amiga's Blitter
BlitColl – pretent to blit shape to deduce if bitmap is blank underneath
GetAShape – copy data from bitmap to a shape object
Handle – position the handle (origin) of a shape
VWait – Wait so many frames (50th secs)
Restore/Read – standard BASIC commands to handle DATA

Continued overleaf

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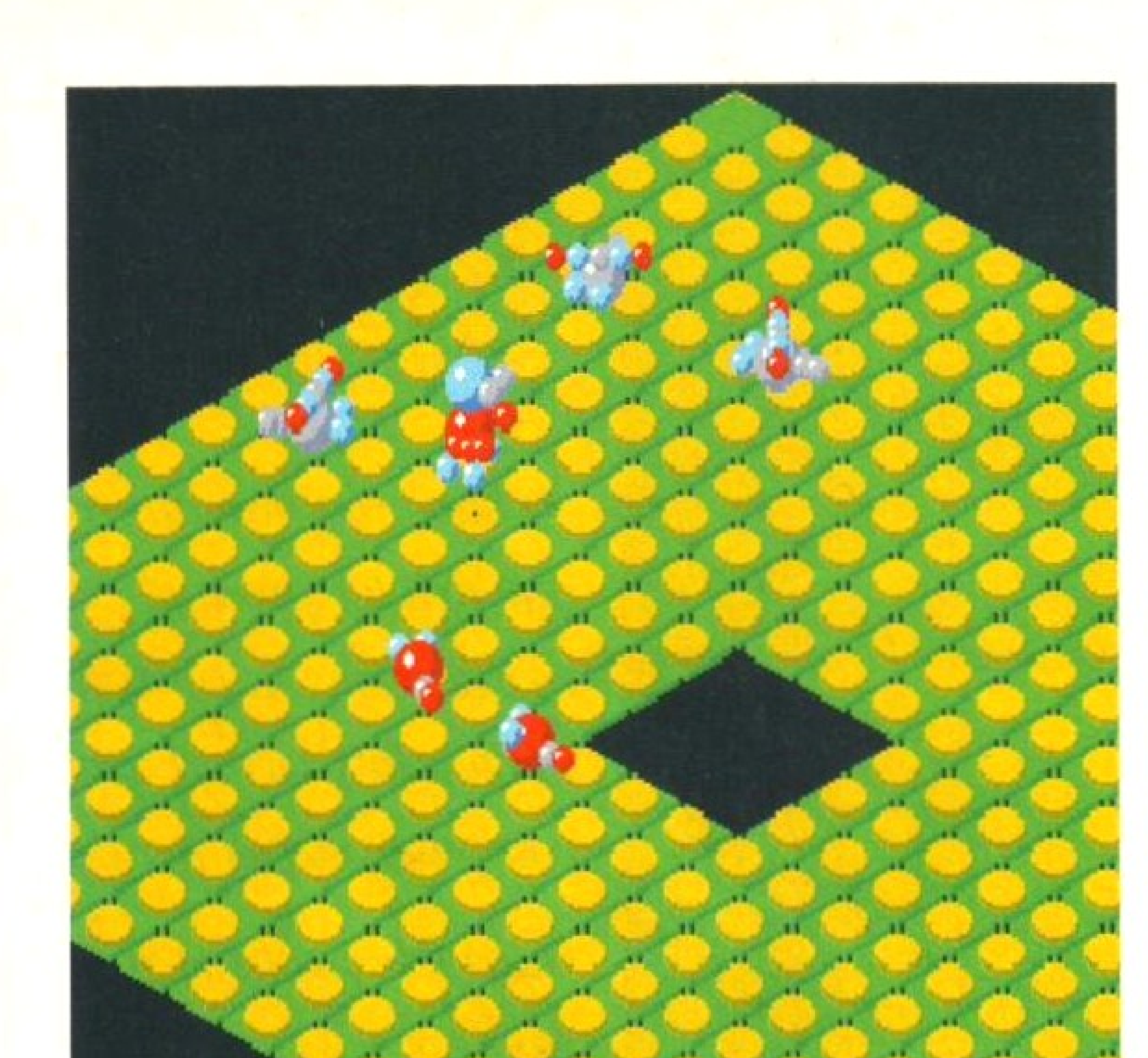
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COMPUTERS, COMMUNICATIONS, MICROELECTRONICS



This is what the ISO-Blaster game will look like when you type it in and run it. It's far from a finished game, featuring only a nice background and some Heli-bees...

Don't forget about the HELP key in Ted to find out the exact syntax for these commands when you're typing in the program and getting familiar with everything.

What you may want to do is come up with some new shapes for our ISO-Blaster game, we're going to need lots of them! Send in the data tables of any you think we should use in the final game.

To add a new shape just copy the last Restore datalabel... line to the next line and change the f=48+r to f=64+r and make the Restore position the DATA pointer to your new shape's data. Then change the y offset of the Blit to further down the Screen. The new line of code should now read:

```
Restore cannon:f=64+r:Gosub makeframe:Blit f,r*32+16,224
```

You might want to try the following as data for your new shape:

```
.cannon
    Data 7
    Data 8,-.22,.3,1
    Data 8,-.22,-.3,1
    Data 7,-.6,0,1
    Data 4,-.4,0,1.8
    Data 8,0,0,1.9
    Data 7,.3,0,2.1
    Data 9,.6,0,2.3
```

And now, on with the game!

ISO BLASTER

The game at the moment is I suppose a mix of Atari's *Crystal Castles* and *Asteroids* however it's not going to stay that way for long! At present, the ground is made up of tiles and you are able to rotate and accelerate in any direction you wish. A few heli-bees circle round the place and generally everything is peaceful.

Next month, we will add some ammo and work on a routine to explode the shapes back into separate parts. If we get enough space we'll add a map editor and introduce some height into the game so gravity starts playing its part. However the important thing this month is to get to grips with Blitz mode and how we can set up our own display.

DISPLAY BASICS

Blitz 2 has two modes known as Amiga-Mode and Blitz-Mode. All the code we have covered so far has been running in AmigaMode and we have been able to utilise the operating system's Screens and Windows for our display needs.

Now, however it is time to forget about the operating system and switch to Blitz mode. The primary difference is that we no longer have access to Screens and Windows, instead we have to display our graphics using what is known as Slices.

The following code sets up a bitmap (display memory) and displays it on a standard slice:

```
BLITZ                       ;turn off OS (we're on our own now!)
BitMap 0,320,256,3          ;8 colour lores bitmap
Slice 0,44,3                ;a standard 8 color slice
Show 0                      ;display bitmap 0 on our slice
Boxf 0,0,100,100,1          ;draw a box
MouseWait                   ;wait for mouse click
```

There are some important rules that govern what you can do while your program is in BlitzMode:

ISORENDER.BB
BY SIMON ARMSTRONG

```
NEWTYPE .balltype           ;all fields are .q (fast 32 bit fixed decimal point)
  depth.q                   ;used for sorting list of balls from back to front
  col                       ;color of ball (see table)
  x:y:z                     ;3D position of ball
  sx:sy                     ;screen position of ball after iso-projection
End NEWTYPE

Dim List ball.balltype(50)

LoadShapes 4,"balls.shapes"     ;make sure we're in iso drawer (use CD)
LoadPalette 0,"balls.iff"       ;get palette from IFF

Screen 0,27,"ISOMETRIC SHAPE GENERATOR"   ;open hires lace screen
Use Palette 0
ScreensBitMap 0,0

Box 15,15,15+33,15+41,1         ;shape must fit inside this frame
GetaShape 0,16,15,32,1          ;for clipping height

For r=0 To 15
  Restore myshape:f=16+r:Gosub makeframe:Blit f,r*40+16,104
  Restore mozzy:f=32+r:Gosub makeframe:Blit f,r*40+16,144
  Restore blade:f=48+r:Gosub makeframe:Blit f,r*40+16,184
Next

SaveShapes 16,f,"isoshapes"     ;save all shapes generated
MouseWait
End

; the following routine reads the balls from data into a
; list, rotates them around the z axis, sorts, projects,
; draws, clips and finally grabs them by the tail!

.makeframe:
  Read n                        ;how many balls follow?
  rsin=Sin(r*Pi/8)              ;needed for the 2D rotation that follows
  rcos=Cos(r*Pi/8)
  ClearList ball()              ;empty our work list of all items
  USEPATH ball()                ;save typing ball() 50 times!

  For b=0 To n-1
    AddItem ball()              ;read ball into the list array
    Read \col,tx,ty,\z
    \x=tx*rsin+ty*rcos          ;rotate it through a 2D matrix
    \y=tx*rcos-ty*rsin
    \depth=\x+\y                ;calculate depth for sorting
  Next

  Boxf 16,16,16+31,16+39,0      ;clear frame for drawing into
  SortList ball()               ;sort from back to front
  ResetList ball()              ;start with back ball
  While NextItem(ball())
```

- NO FILE ACCESS
- NO WINDOWS, SCREENS, GADGET COMMANDS
- NO MULTITASKING

Ouch! OK so Blitz mode is a serious state to be in! The benefits are, of course, more speed and total control of the Amiga's custom chip set including every display trick in the book. The two main display tricks we need to cover this month are dualplayfield and double buffering.

DUALPLAYFIELD

On a standard Amiga the display hardware is capable of displaying 2 bitmaps at the same time, one in front of the other. The limitation is that each bitplane can only contain eight colours, AGA has increased this to 16. The benefits of DualPlayfield are the ability to scroll (move) each bitmap separately and the speed increase of not having to worry about the background graphics when drawing the fore-ground action (because they are on different bitmaps).

DOUBLE BUFFERING

One of the main criteria in programming any sort of moving graphics on a computer is that the display does not flicker or glitch. A main cause of this is when the bitmap that is being displayed on the monitor is also being redrawn by the computer. To avoid this problem two bitmaps are required, one for display and one to be updated with the next frames information.

Once the next frame is ready the two bitmaps swap jobs and the first one is now updated and the second one displayed. This alternating of bitmaps is known as double-buffering.

The following code is a very simple demonstration of a double buffered display:

```
BLITZ
BitMap 0,320,256,3                                  ;two identical bitmaps
BitMap 1,320,256,3
Slice 0,44,3                                        ;standard slice
While Joyb(0)=0                                     ;while no mouseclick
     VWait                                          ;wait for top of frame
     Show db:db=1-db:Use BitMap db          ;show 1 bitmap and use the other
     Cls:Circlef 160,128,r,1:r=QWrap(r+4,10,200)    ;draw new circle

Wend
```

If you remove the VWait the double buffering will no longer be synched with the display and the animation ceases to be smooth and glitch free.

QBLITS

The next thing that needs mentioning is the use of Blitz 2's queue system. One method of moving shapes around the screen is to clear the entire bitmap before blitting the shapes in their new position.

An alternative is to remember where all the shapes were in the last frame and clear only those parts of the bitmap when it comes time to redraw them in their new positions. This is what Blitz 2 queues will do, each time you QBlit a shape to a bitmap the position is stored in a "queue". When it comes time to redraw the bitmap with new shapes/positions the Unqueue command replaces the CLS command to quickly clear the bitmap of the old shapes.

And back to ISO-Blaster v0.1
Now that we know about displays and queues we're ready to get on with the game. There are a few concepts in ISO-Blaster that I will not cover in detail this month. They include the use of Macros and pointer variables and the UsePath directive. Just quickly:

WHAT'S IN STORE FOR FUTURE ISSUES

MACRO: a group of commands defined in a macro can be repeated through your program by using !macroname. Any parameters in curly brackets are inserted into the macro expansion at locations marked by `n where n is a parameter number.

POINTERTYPES: a variable preceeded by an asterisk is known as a pointer, it contains the location of a variable not the actual variable itself. In Blitz 2 pointers are most useful for referencing particular items in a list.

USEPATH: any variable name listed after UsePath will be inserted before variables referenced by an initial backslash by Blitz 2 at compile time.

The rest of the game? Well we've run out of space. As I mentioned earlier I have put a number of comments in the actual listings themselves and made them as structured as possible. This means that you will hopefully have no problems reading through and learning from them. The only way to get to know a new language such as Blitz 2 is by immersing yourself in it, soon you'll be reading the listings as if they were in English, well that's what BASIC is all about!

```
      \sx=32+(\x-\y) ASL 4                       ;calulate screen position
      \sy=48+(\x+\y-\z) ASL 3
      Blit \col,x+\sx,y+\sy                      ;and draw to screen
   Wend

   ;the following clips the rendered shape so that smallest
   ;possible area is fetched for the destination shape

   y0=16:While BlitColl(0,16,y0)=0:Blit 0,16,y0:y0+1:Wend
   y1=16+39:While BlitColl(0,16,y1)=0:Blit 0,16,y1:y1-1:Wend
   GetaShape f,16,y0,32,y1-y0+1
   Handle f,16,36+16-y0
   Return

; shape data follows, feel free to experiment, just don't
; use numbers bigger than 2 for the xyz coordinates!
; format is
;    numballs
;         shape#,x,y,z
;         shape#,x,y,z etc.

.myshape:
   Data 14
   Data 8,-.2,-.3,0                              ;feet
   Data 8,-.2,0.3,0
   Data 8,0.2,-.3,0
   Data 8,0.2,0.3,0
   Data 6,0,0,1                                  ;body
   Data 5,0,0,2.5                                ;head
   Data 7,.4,-.2,2.5                             ;eyes
   Data 7,.4,0.2,2.5
   Data 9,0,-.4,1                                ;arms
   Data 9,0,0.4,1
   Data 9,.2,-.4,1
   Data 9,.2,0.4,1
   Data 9,.4,-.4,1
   Data 9,.4,0.4,1

.mozzy
   Data 5
   Data 4,0,0,1                                  ;body
   Data 7,-.4,0,1
   Data 7,-.6,0,1
   Data 8,.4,.2,1
   Data 8,.4,-.2,1

.blade
   Data 5
   Data 9,0,-.6,1.8
   Data 8,0,-.3,1.8
   Data 7,0,0,1.8
   Data 8,0,.3,1.8
   Data 9,0,.6,1.8
```

COVER DISKS

We have a plethora of games and utilities for you on this month's floppytastic Coverdisks. Let Andy Nuttall show you how to get at them.

GETTING STARTED

DISK 52A



Switch on your machine, and insert Coverdisk 52a. After a few seconds, Workbench will load. Double-click on the icon marked Coverdisk52a, and then double-click on the program of your choice. If you wish to use *Blitz Basic*, please refer to the *Blitz* section (starting on Page 7) for details on how to expand the *Blitz* disk.

DISK 52B



To load the *Overdrive* demo, simply switch on your machine and insert Coverdisk 52b. To load *Amiganoid* or *Megaworm*, or to access the *Mega-Lo-Mania* fix, you'll need to load Workbench first then put the Coverdisk in.

AGA FIXES

We've arranged specially for your games to be tweaked so that they work on the new A1200 wondermachine.



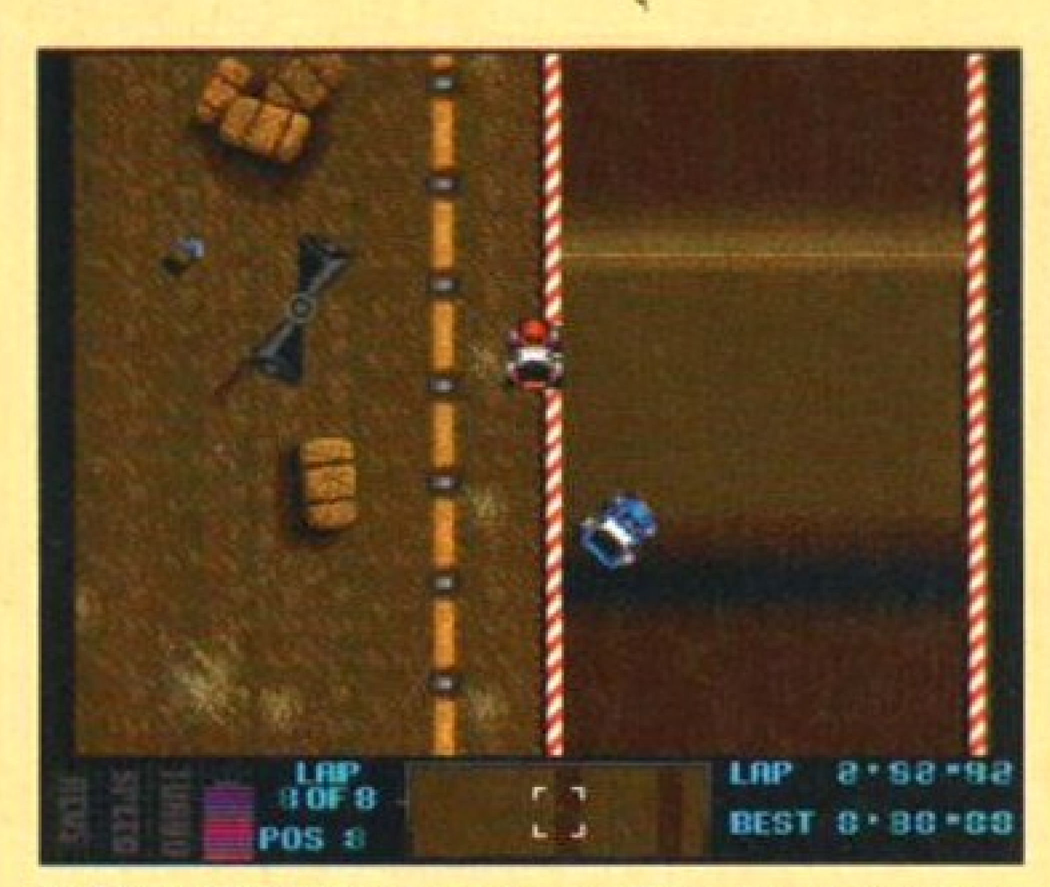
Jimmy White's Whirlwind Snooker is one of five games you will now be able to play on an A1200.

Spread across both Coverdisks you'll find a number of fixes to load five games onto your A1200. These are *Powermonger, PowermongerWWI, Jimmy White's Whirlwind Snooker, Mega-lo-Mania* and *R-Type*. *Mega-lo-Mania* fix can be found on Coverdisk 52a, the others on 52b.

Double-click on the fix you require, then when it has loaded take out the Coverdisk and insert disk one of the game. It should then load itself up as usual, and run happily on your A1200. Note: The fixes will only work with original copies of the games.

OVERDRIVE

Time to burn rubber! Climb in the cockpit of Team 17's race driving demo...



In theory the idea is to stay on the actual racetrack, not take a tour through the surrounding countryside.



That's better. Two cars, both on the track. Do your best to get to pick-ups like this Turbo before the other guy.

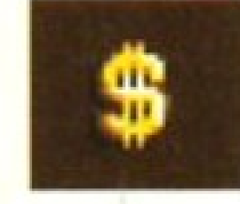
TOP-DOWN RACING GAMES are two-a-penny, which makes *Overdrive* seem like an odd choice for an addition to Team 17's impressive range of Amiga software. Written as an arcade-style version of the classic *Super Sprint*, Team 17 have concentrated on making *Overdrive* as playable as possible, with fast 50Hz scrolling, and realistic acceleration on the cars.

Our demo of *Overdrive* pits you against two other drivers in eight laps around a single circuit. Your car's easy to control – press fire to accelerate, and push left and right to steer. The on-screen drivers at Team 17 boast a fastest lap time of 00:12:39 seconds, so see if you can beat that!

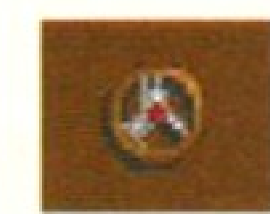
MANSELL-TYPE TIP

Your car is pretty responsive, which you can use to keep your speed up through bends: so long as you drop off the accelerator coming around a corner, you'll be able to slide around the bend.

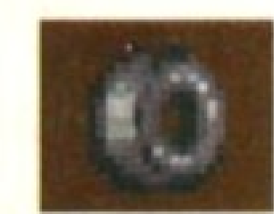
THINGS THAT YOU WANT TO RUN OVER...



CASH – Not much use on this demo of *Overdrive*, but will come into play in the full game.



STEERING – Steering wheels help you take corners, by giving you extra grip on the road.



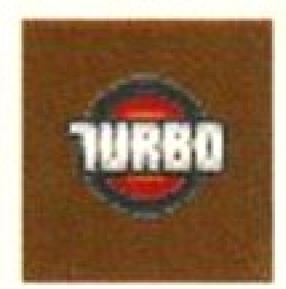
WHEEL – Picking up wheels will give you some vital extra grip through the patch of oil.



FUEL – Like cash, doesn't do anything in the demo – but it makes a nice diversion.



MARKINGS – Keep an eye out for road markings – don't just use the map at the bottom of the screen.



TURBOS – Drive on these to put your car in top gear, so you can really shift. The effect lasts a couple of seconds.



OIL – Watch out for the dirty great 'orrible oil patch, because it will make your car slide about in uncontrollable fashion. Try to drive through it in a straight line – and remember that picking up extra Wheels will help you get through it safely.



Play Acid Software's amazing action-packed version of the arcade classic, have a ball and also find out what can be done using Blitz Basic!

COMMANDS

F1 Select 1 player mode
F2 Select 2 player mode
F3 Toggle keyboard/joystick control for player 1
F4 Toggle keyboard/joystick control for player 2

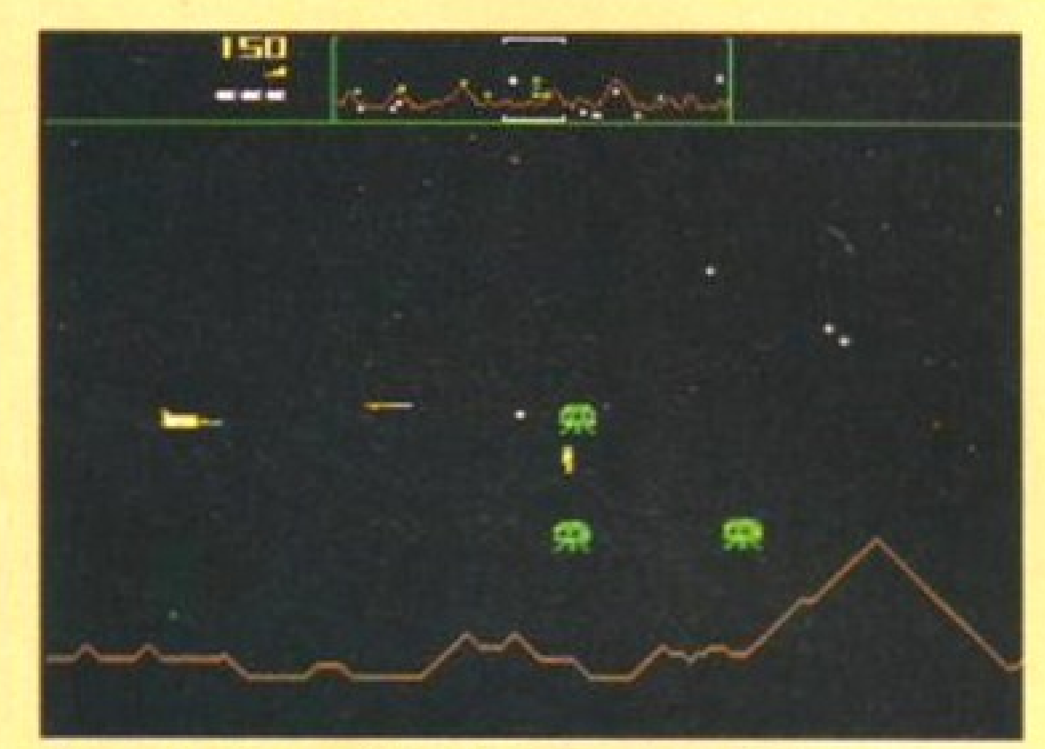
CONTROLLING YOUR DEFENDER

MOVE	KEYBOARD	JOYSTICK
UP	A	UP
DOWN	Z	DOWN
LEFT	-	LEFT
RIGHT	-	RIGHT
REVERSE	SPACE BAR	-
THRUST	/	-
FIRE	RIGHT SHIFT	FIRE BUTTON
SMART BOMB	RETURN	RETURN

DEFENDER

PROTECT HUMANOIDS ( ) FROM INVADING LANDERS ( ). LANDERS WILL ATTEMPT TO STEAL HUMANOIDS IN ORDER TO MUTATE INTO DANGEROUS MUTANTS ( ). WHEN ALL 10 HUMANOIDS ARE LOST, YOU MUST FACE THE HAZARDOUS ENVIRONMENT OF HYPERSPACE!
HUMANOIDS ARE REPLENISHED EVERY 5 WAVES.
PODS ( ) RELEASE DEADLY SWARMERS ( ) WHEN DESTROYED.
BOMBERS ( ) RELEASE MINES (×) WHICH MUST BE AVOIDED.
BAITERS ( ) APPEAR IF YOU TAKE TOO LONG TO COMPLETE AN ATTACK WAVE.

There's not much point in me writing instructions for *Defender*, because Acid have done it for you already! The screen above appears just before you begin a game, and we've included it here as well in case you get stuck.



The nasty aliens will try to kidnap your little chaps. Shoot the baddies to release the captives.

DEFENDER'S ONE OF those classics: a game which was born in the early days of amusement arcades, a game with unimpressive graphics, but distinctive sound effects and with gameplay so good that... err... people are still talking about it ten years on. ("They don't make them like they used to," etc.)

Acid Software have taken the original Williams arcade machine, squashed it down and stuffed it inside your Amiga. At least, that's what it looks like after you've loaded it up. The one thing you might notice if you're a real *Defender* expert is that the laser fire is slightly different, but apart from that it's absolutely identical (right down to the samples taken directly from the arcade machine).

Defender was one of a generation of top-class machines from Williams, so we'll just take this opportunity to mention again that its contemporary *Robotron* is available as Jeff Minter's Shareware classic *Llamatron* (all good PD libraries).



Fail to rescue your humans and they will be turned into mutants like the pinky-green chap on the right.

MEGA WORM

Another temptingly simple game offering courtesy of Kirk D'Souza...



Anyone remember the silly 8-bit game *Caterpillar*? Well, this isn't at all like it. Looks crap, plays great.

THE OBJECT OF this neat little game is to collect randomly placed white pills by moving your worm around. Sounds easy? Well, add to this that you can't crash into the walls, your body or another worm, and it gets more difficult.

There are ten pills per level, each of which increase the length of your worm. There are fifty levels ranging from very easy (Level 1) to virtually impossible (Level 50).

Some pills are coloured, and have the following effects:

Light Green	Increases speed for 10 seconds.
Dark Green	Decreases speed for 10 seconds.
Purple	Doubles the length of your worm, and gives you extra points.
Pink	Halves the length of your worm.
Red	New Life.
Orange	You get points just for moving for 10 seconds.
Blue	Turns all worms on the screen blue for 10 seconds.
Light Blue	Invulnerability for 10 seconds. Enables you to travel through all blue walls including sides of screen.
Yellow	Reverses the controls of the other player for ten seconds.
Grey	Puts out the lights for 20 seconds.

CONTROLS

DIRECTION	PLAYER 1	PLAYER 2
UP	G	Up arrow
DOWN	V	Down arrow
RIGHT	X	Right arrow
LEFT	Z	Left arrow
S on/off.	Turns the stars in the background	
F	Turns the filter on/off	
P	Pauses the game	
Esc	Quit	

NOTE: Remember to unplug the mouse before using keys for player two.

AMIGANOID

If you've never played a Breakout-style game, you're in for quite a treat thanks to Digital Illusions.



Based on the second computer game ever made, *BreakOut*, which dates from 1974.



BreakOut games enjoyed a revival in 1987, and here's a new twist to the idea.

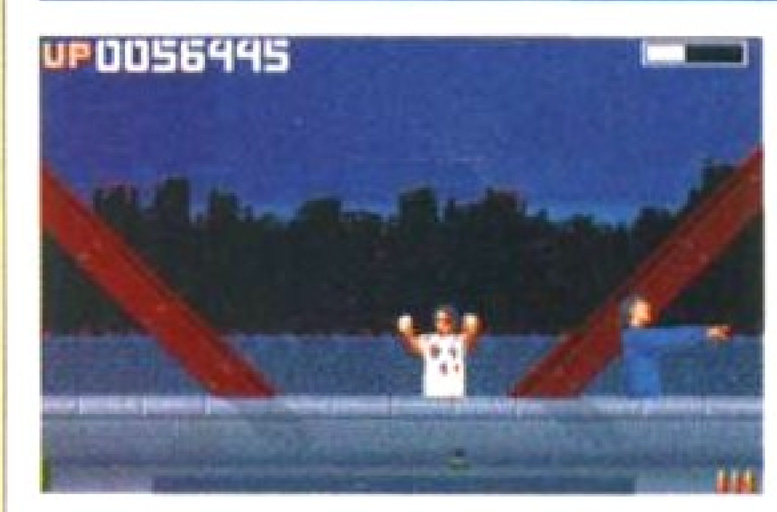
FROM THE MAKERS of the already-classic *Pinball Dreams* and *Pinball Fantasies*, *Amiganoid* is described as: "a game which is so simple it needs no instructions." They're probably right, because this game is a version of *BreakOut*, Nolan Bushnell's 1974 follow-up to the original arcade video game *Pong*.

Not just ordinary *BreakOut*, though, I'll grant you. Here we have a set of bricks, two walls, and two bats. One bat is controlled by moving the mouse up and down, the other by moving left and right.

Pull down the menu by holding down the right mouse button and moving the pointer up to the top-left of the screen. Move down to Instructions and let go of the button for on-screen help. When you're ready to start move down to Begin Game to start the game going. Now press the mouse button to throw the ball, and good luck!

ZOMBIE APOCALYPSE

What's this? An arcade-quality Op Wolf-style shoot-em-up written in Blitz? Must be Acid Software again!



You shouldn't have too much difficulty working out how to play this.

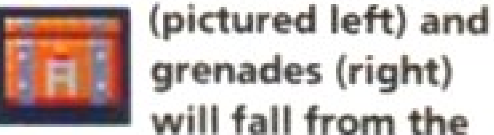


If you do have trouble sussing it out, please dial Freephone MENTAL.

A CITY OF the future. A future where a nuclear explosion has caused vast amounts of the population to mutate into ferocious killer zombies. You, as one of the remaining unmutated survivors, must destroy all traces of the zombies armed with only an automatic weapon and a handful of grenades.

Move the gunsight around the screen using your mouse, and fire at each zombie as it appears by pressing the left mouse button. Throw a grenade at them by pressing the right mouse button.

Now and again crates of bullets (pictured left) and grenades (right) will fall from the top of the screen. Shoot them to reload. Remember – the more accurate you are with your shots, the better you will score.



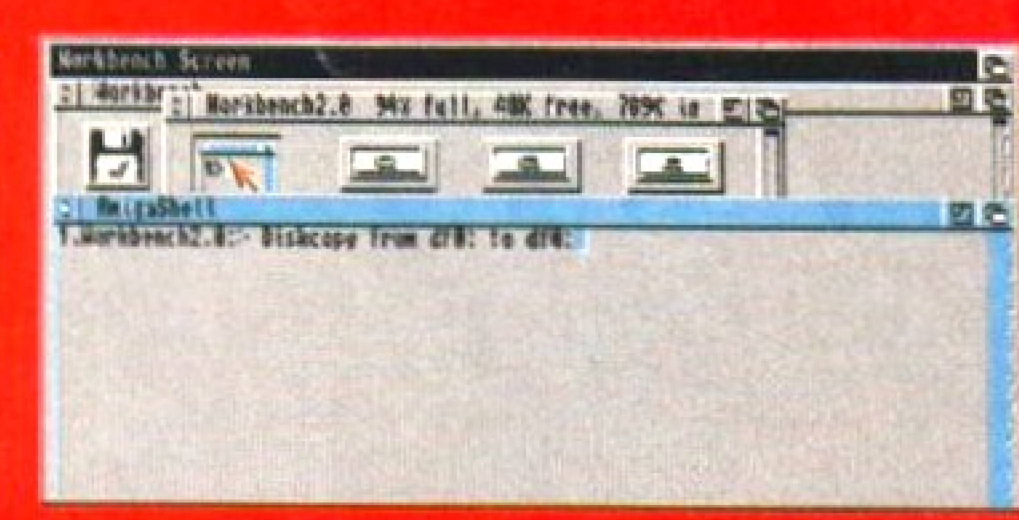
BACKING UP YOUR DISK

There are two ways of making a copy of your disk, and this is the easy one. Don't be daunted by the fact that you need to use the Shell or CLI – it's actually a lot easier than you might think.

Just follow these simple steps...



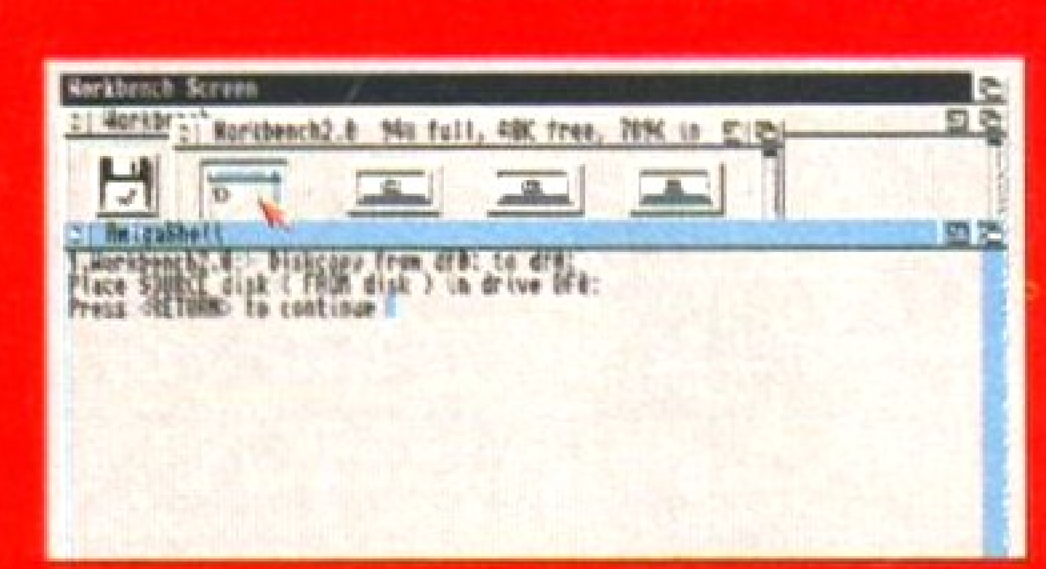
1 Load your Workbench disk. Open the disk, find the icon that says Shell or CLI and double-click on it.



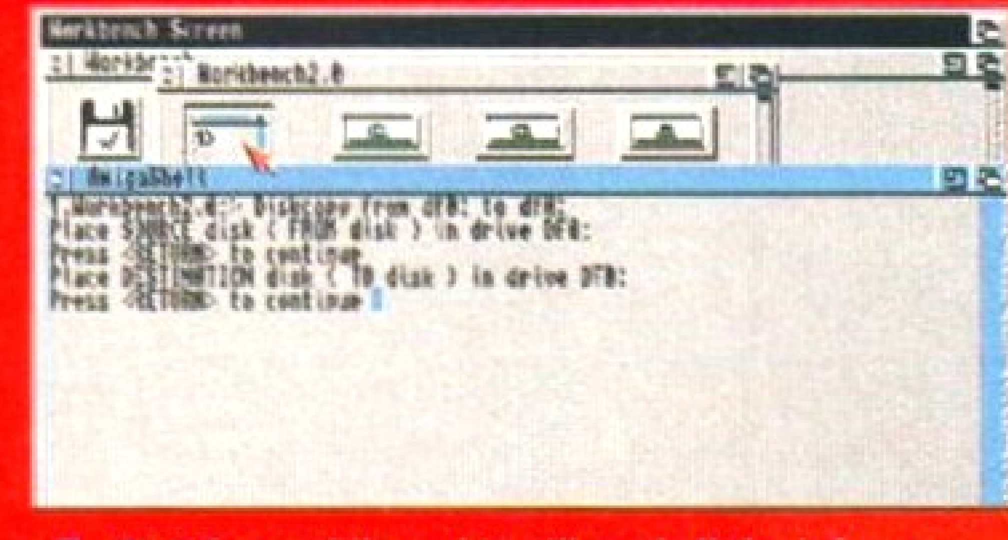
2 When the Shell window appears and the drive light is out, type in (DF0 as in Zero, not DFO as in Oops):

```
Diskcopy from DF0: to DF0:
```

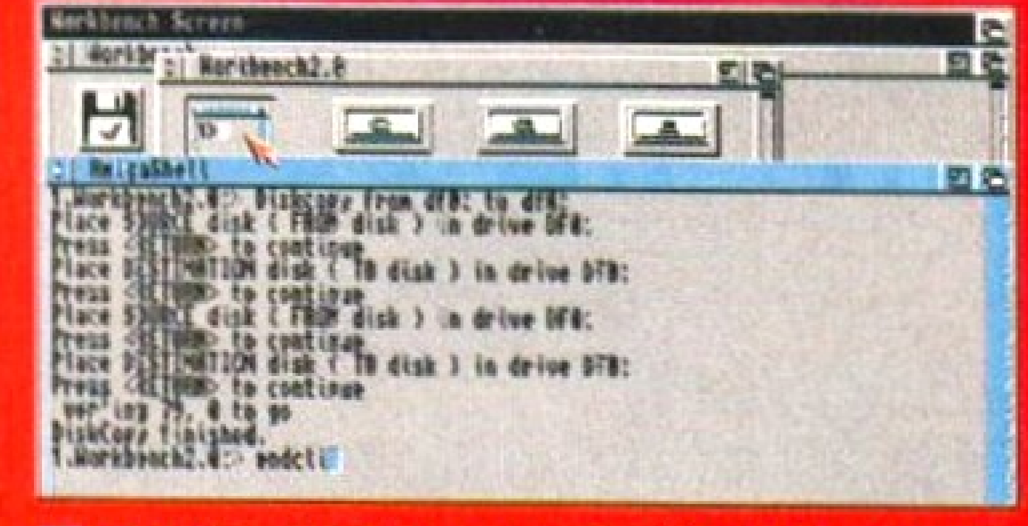
and press the Return key.



3 The Amiga will now ask you to insert the 'source' disk. It means the disk you want to copy, so put the Coverdisk in the drive and press the Return key.



4 Wait for a while and it will read all the information off the Coverdisk, telling you how far it has got. Then it will ask you to insert the 'Destination' disk. Put the disk you want to copy your Coverdisk on to, in the drive and press the Return key. Note that the disk does not need to be formatted already.



5 Put the source disk and destination disk in a couple more times when the Amiga asks for them. When it says "Diskcopy Finished" just type in:

```
endcli
```

to get out of the Shell or CLI. You may have to put the Workbench disk in again. Now your copy is ready!

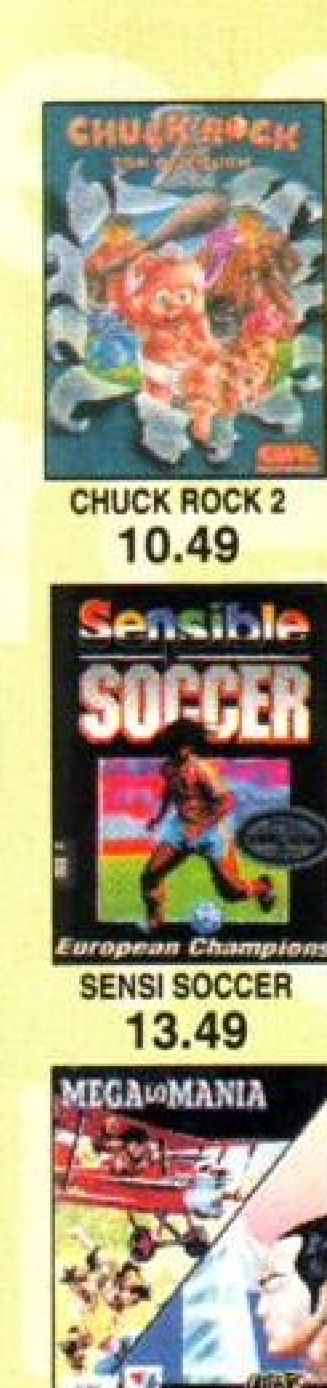
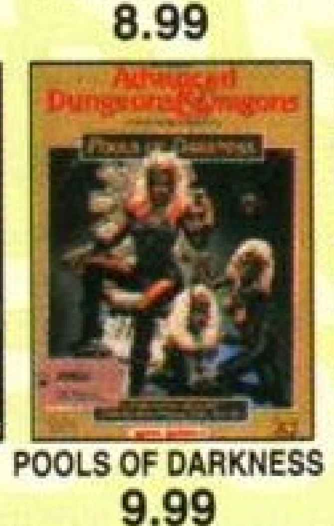
DISK NOT WORKING?

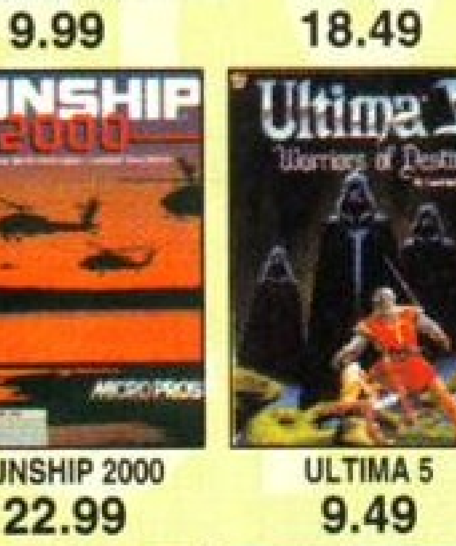
We duplicate in excess of 200,000 disks every month. Out of all those, obviously a few will be faulty. If the disk or any of the programs will not load or run properly, there may be a problem. Don't panic!

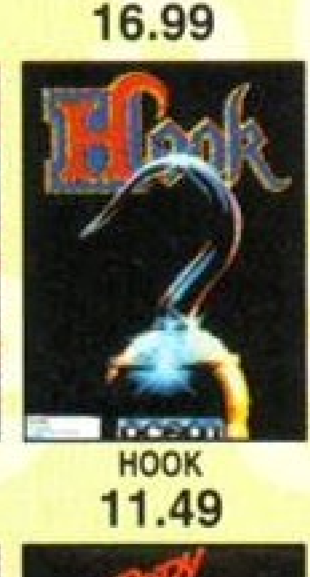
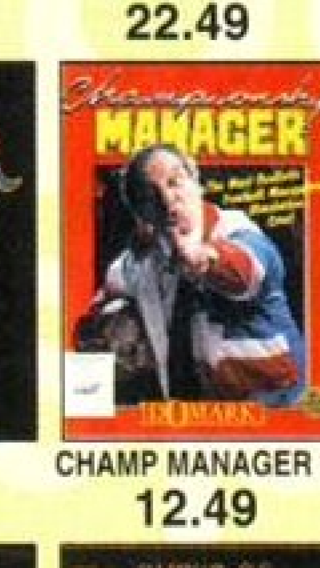
You could try using a decent disk recovery and repair program such as *Quarterback Tools* or *AmiBack Pro* (if you don't have either of those, the PD programs *DiskSalv* and *FixDisk* are good too).

However, if your Coverdisk is in fact faulty, you should send it back INCLUDING A STAMPED, ADDRESSED ENVELOPE for a free replacement within one month of the cover date to the address on the right...

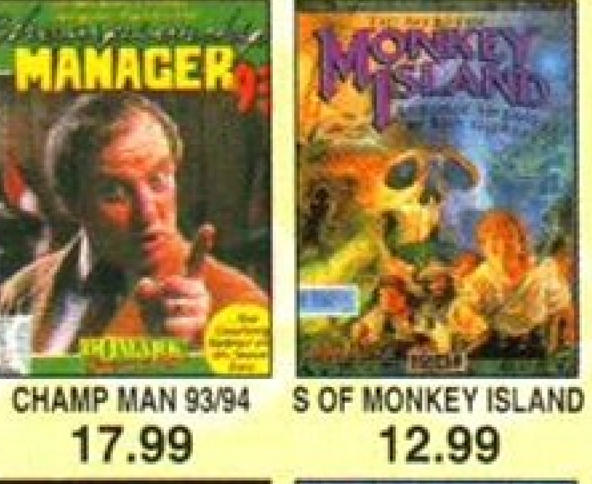
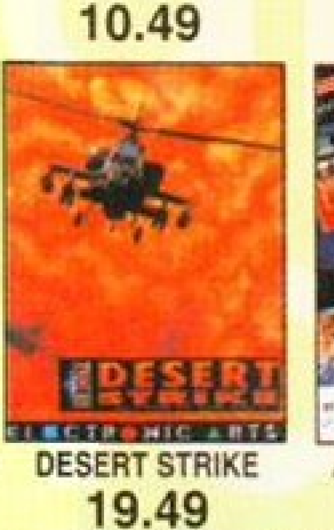
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Disk Copy Labs Ltd
Units 2&3
Omega Technical Centre
Drayton Fields
Daventry
Northants, NN11 5RT

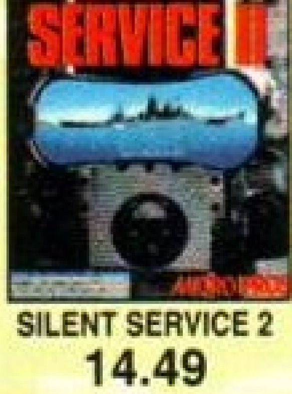


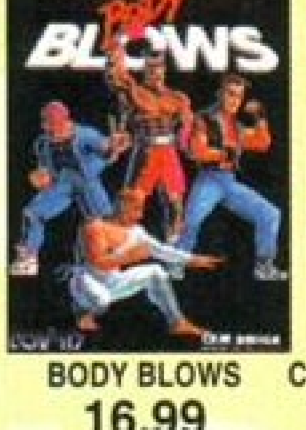
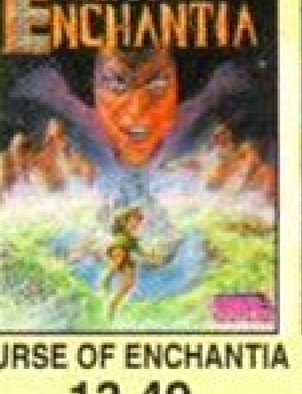
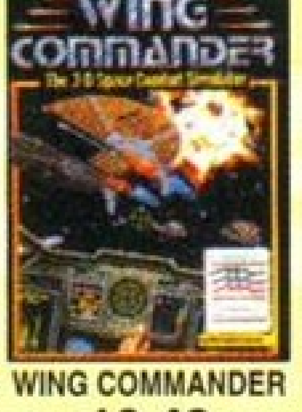
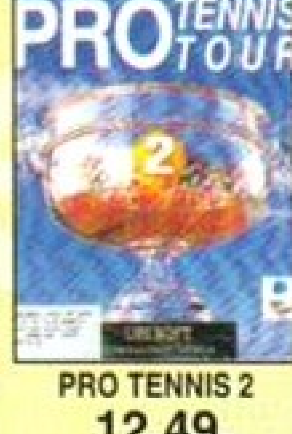
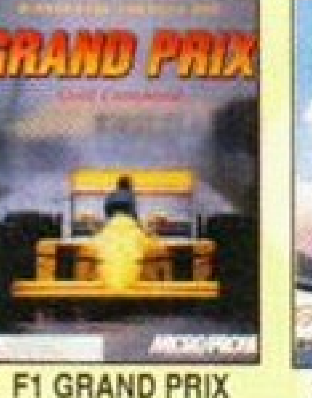
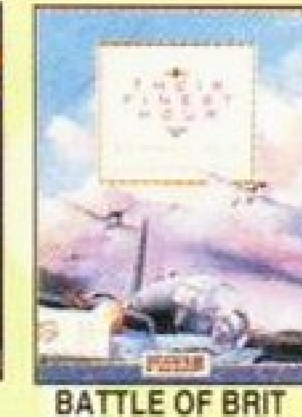



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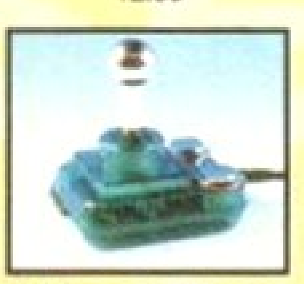
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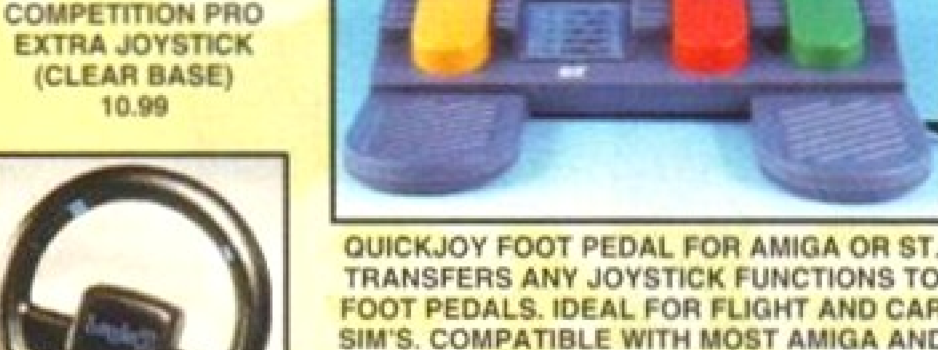


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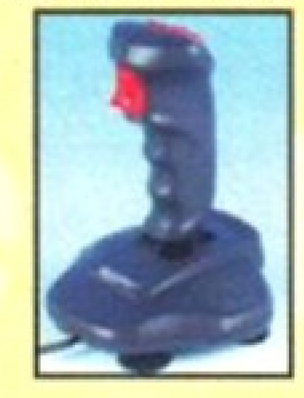


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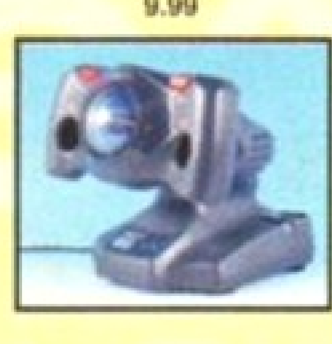


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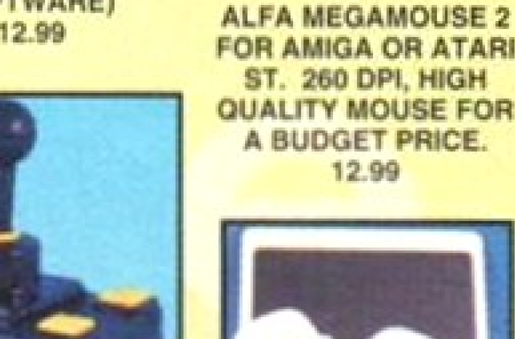
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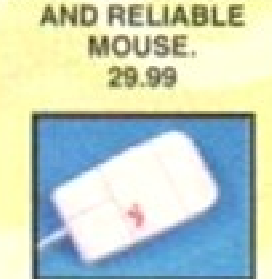
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THE DAVE ROBERTS COLUMN

The former deputy editor of trade magazine CTW, now a power-packed industry insider, reveals the latest whispers in the Amiga world.

TO YOU, THE Amiga CD^{32} might look like sex in a box. To others, it looks suspiciously like a white flag. With the release of a console, has Commodore conceded that there is no longer a home computer market? Apparently not. UK MD David Pleasance claims that while he believes CD^{32} will outsell the A1200, the disk-based keyboard-included thing called a home computer will survive. Well, possibly. But then Sheffield United tend to survive. Simply surviving isn't really much of a future.

One fact is that there will always be computers in the home. Some people will want to work from home and they will need a computer. And consoles are computers on a long holiday. But a computer in the home isn't home computing. Home computing is a concept that defines a consumer – probably you. It means that the computer was bought to do everything on.

ONCE, HOME COMPUTING was highly fashionable and the Amiga was the leading supermodel. The idea was that there was a generation of late teens/early twenties who had grown up with Speccys, C64s, or whatever as part of their lives and so were games-mad and computer literate.

Soaring sales supported the theory as the Amiga built up a user base of over a million. It was king. But into each reign a little life must fall and recently the concept of home computing has looked wobbly. How many Amigas bought in the past five years are still being used to zap aliens, design cars and organise cashflow all on the same day? And how many are being used about as regularly as Stevie Wonder's kaleidoscope?

Sure the Amiga might have been bought with good intentions, but did it end up as what the consumer wanted all along – a games machine? Let's not forget that at the time the Amiga was the best games machine on the market. And if it was bought for serious work and those intentions remained, how many of the original buyers now have a PC or Mac at work and find it easier to have the same machine at home?

SO WHO IS buying the Amiga these days? Who is 'home computing' now? We seem to be in a transitional period where the multi-purpose machine doesn't fit too comfortably. At well under £100, 16-bit consoles are the best choice if you want a games machine. OK, the carts can be pricey, but Nintendo has recently cut prices with most big-name games now £39.99 (and considered good value by the Mario millions out there).

For the computing side of things, PC prices are coming down and even business heavyweights such as Compaq are believed to be considering bundling a few games with their lower-end options. And if you want a bit of both worlds, then – hell – why not buy both machines? A PC is always a pretty sound investment and the SNES, well it's only £75 in Toys R Us.

That is not to say that the concept of one-machine-does-it-all is on the way out. On the contrary, the idea of one box performing myriad tasks has never been more to the fore.

It's just that this time the concept goes far beyond what we understood by the term home computing and, therefore, well beyond the reach of the Amiga. One of the main reasons for this is that the disk is dead. Well, it's certainly dying. The biggest software publisher in the world, Electronic Arts, has already said that it is embarking on no new disk development.

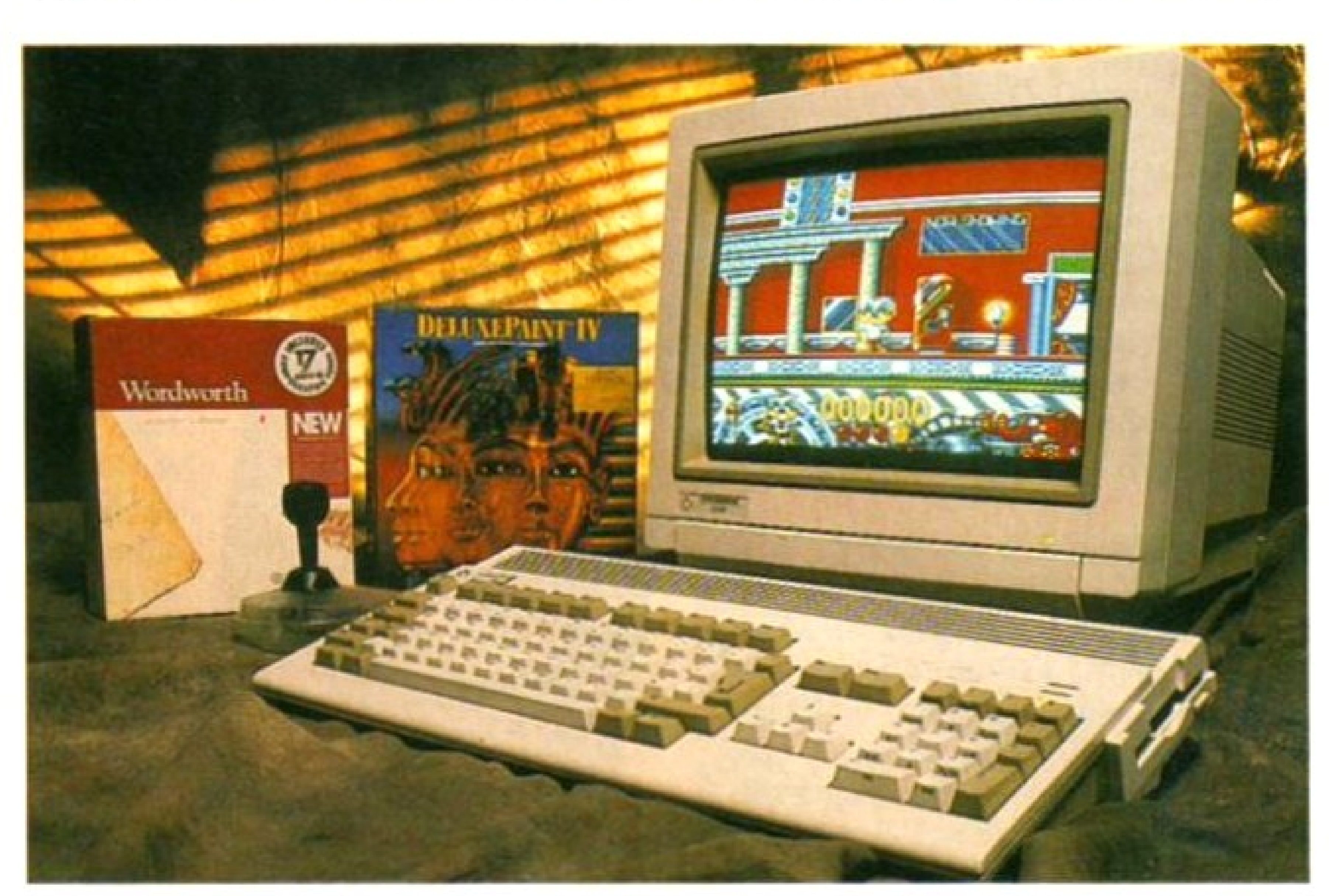
THE CONSENSUS IS that CD is the software of the future. So the hardware can bridge all sorts of markets – music, video, games, business and others that haven't yet been dreamed of.

At the moment the only thing that can't be done is compute – because you can't write on to a CD – but a new format, Son of CD, will undoubtedly change that. Then home computing will be swallowed up by a greater beast probably called 'Home Everything' – games, movies, music, work, shopping, networking – and the new concept will be controlled by firms like Sony, Matsushita, MCA/Universal and Time Warner.

Yes, it may all be a long way down the road – but not as far as you think. Three years ago people were arguing there was a place for machines like the Spectrum and C64 in the market.

Soon, disk-based computers will be washed away by a tide of CD machines. And when you've got CD you expect a lot more than a combination of OK games and interesting packages. Home Computing is dead. Long live Home Everything!

DYNAMITE WILL BLOW YOUR MIND



Commodore's new A1200 Desktop Dynamite bundle saves you more than £270 in software costs. The pack includes the A1200, two top-name games, *Wordworth 2 AGA* and *DPaint IV AGA* for £349.

THE NEW A1200 Desktop Dynamite bundle is described by Commodore's Marketing Manager for Retail Products, Jonathan Anderson, as the "best ever" package that the company has released. And he could well be right.

The bundle, which is targeted at the lucrative Christmas market, is an exercise in aggressive marketing aimed at confirming the A1200's position as the most popular home computer in Britain, according to Anderson.

The programs included with the A1200 are the *Wordworth* 2 word processor (worth £129.95), Digita's *Print Manager* print enhancement program (worth £39.99), the *DPaint IV AGA* paint package (worth £99.95), and the two platform games *Oscar* (worth £25.99) and *Dennis* (worth £27.99). There's also a special edition of *Amiga Format* in every box.

All the programs are AGA versions, which means they take full advantage of the incredible graphics produced by the A1200's Advanced Graphics Architecture chip set.

The bundle costs £349.99, so, with the current price of the A1200 at £299, customers are only paying £50 for software worth more than £320.

Says Jonathan Anderson: "I have been with Commodore for four years and this is definitely the best pack we have done. *Wordworth* and *DPaint* are both industry standards, the games are very good and Digita *Print Manager* is an excellent print enhancement feature."

Since the A1200 price drop to £299, sales have rocketed, with two major High Street retailers selling 1,000 units a week over the usually slow summer months. This means that by the time you read this, sales of the A1200 will have risen from 97,000 to over 100,000.

With such an attractive bundle in place for the Christmas market, Commodore are obviously aiming to see off what remains of the opposition in the home computer market and send A1200 sales soaring even higher.

Commodore are planning two more bundles, both to accompany the new CD^{32} console. The first will feature a range of the current CD software, and the second will include Full Motion Video titles.

GRAB YOURSELF AN XMAS PRESSIE!



At £2.99 each these games from Daze Marketing are a bargain that can't be beaten.

Daze Marketing have an early Christmas present for Amiga owners. They are releasing *Storm Master* (*AF*33 90%), *Metal Mutant, Crystal of Arborea, Boston Bomb Club* (*AF*28 74%), *SuperSki 2* (*AF*35 70%) and *Starblade* (*AF*15 67%) all at £2.99 each. This applies from now until new year's eve (when Daze will be down the pub), and only if you buy directly from Daze, 2 Canfield Place, London NW6 3BT.

NEWS brief

MORE SNASM

SNASM is a development system used by software companies when creating games for the Amiga. The new version was launched recently, and is even more flexible and powerful, so softies have no excuse for releasing anything but superb games from now on. Call Cross Products on 0532 429814.

LEARNING AMOS

AMOS in Education is a new book written to help programmers with *AMOS*. Priced at £12.95, the book is aimed purely at helping with the production of educational programs. *AMOS* is exceptionally good at these packages, and after the UK release of *Blitz Basic 2* this may be where it continues to succeed. Call 0734 844335 for details.

SHOW AHOY!

Spotlight Amiga is a one-day Amiga only show to be held at the Novotel in Hammersmith on 17 October. Get along there if you want to see product from Amiga distributors and retailers. There will be bargain gear on sale and experts on hand to answer your questions.

Doors open at 10am, and tickets cost £1.50. But the first 500 callers to the ticket hotline, quoting the number AF1 will get free tickets. Some of the *AF* team will be going along, so we might see you there.

IDE DRIVES

Media Source reckon they can supply 2.5-inch IDE drives cheaper than anyone else. Maybe it's true... write to PO Box 4, Bangor, Co. Down, BT19 6UP.

XTRA VALUE VLAB

One of the Amiga's finest framegrabbers, *VLab* has fallen in price. Call Xi Electronics on 0383 881768.

HARLEQUIN TOO

The first, and some say best, Amiga 32-bit board, Harlequin, has been brought bang up-to-date. Harlequin Plus has an in-built genlock and additional display and output modes. 24-bit palette mapping allows real time adjustment of hue, saturation and brightness for colour balancing and fading. Expect a review in *AF* soon. Call Xi Electronics: 0383 881768.

NEW CLIPS

E M Computergraphics have 41 new volumes of IFF clip art to complement their already huge range of high quality fonts. They also have five new volumes of Adobe fonts, six of CompuGraphic fonts, two of colour fonts and 30 of 'stunning photorealistic 256 colour images for WB3/24-bit users'. Call Errol on 0255 431389 for full details.

THE AMIGA MAKES MORE MOVIES!

A new British outfit is all set to make a major motion picture using Amigas for the sci-fi special effects, as Marcus Dyson discovers...

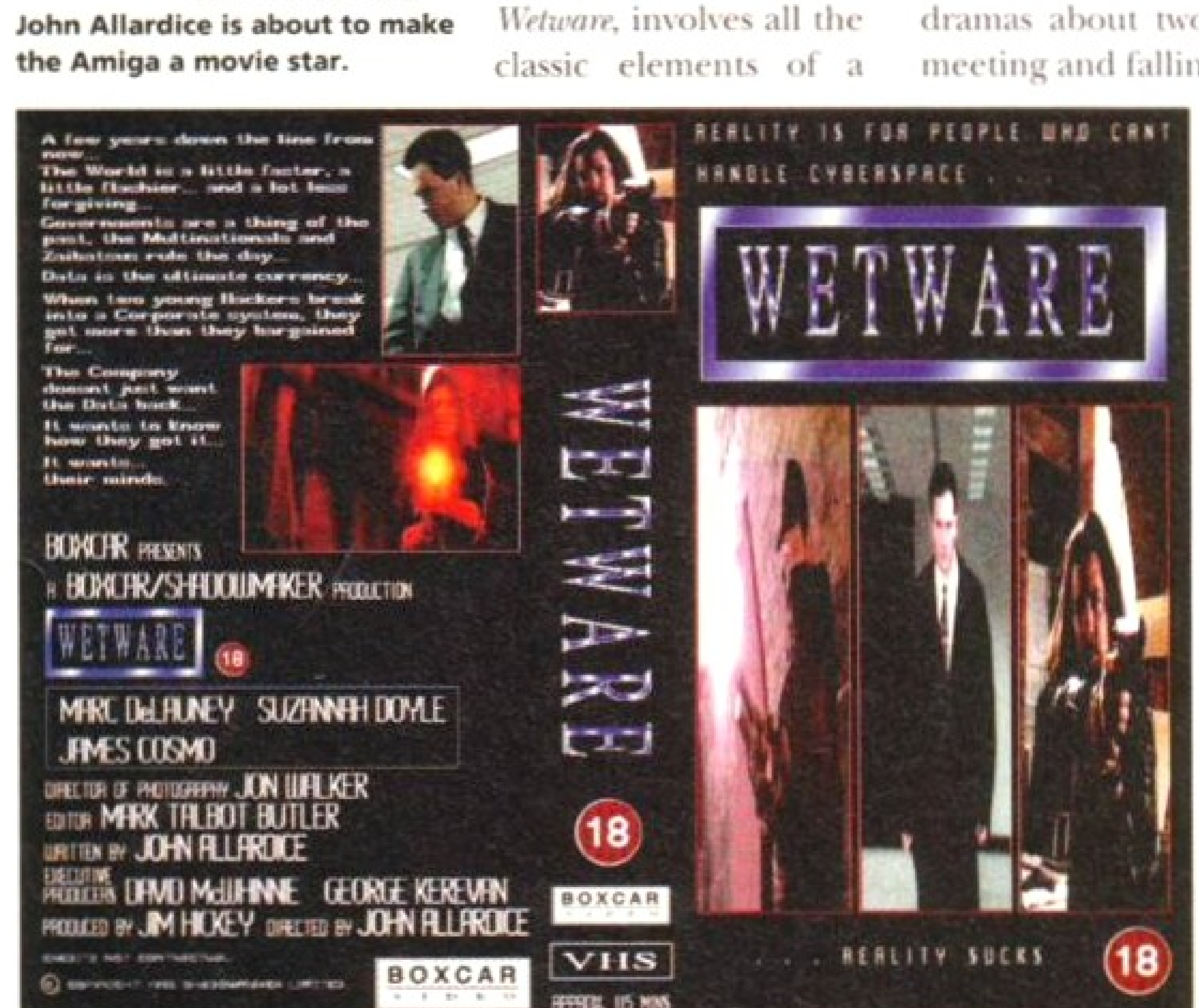
Brit film director John Allardice is about to make the Amiga a movie star.

THE AMIGA IS to take a starring role in a brand new British cyberpunk movie. Director and *Amiga Format* reader John Allardice realised his Amiga was the answer to his special effects headaches after reading our feature on *Babylon 5* in Issue 48.

The movie, currently under the working title *Wetware*, involves all the classic elements of a William Gibson novel. As John explains: "It's got everything: grunge, bikers, the network and action. Lots of action! It's true cyberpunk".

John has made his living for the last nine years as a video freelancer. In April this year he started his own company, Shadowmaker, to produce music videos and do industrial and corporate video work.

Like many commercial video professionals, John had aspirations of producing a feature film. He also had a 'treatment' (filmese for script) that he and his associate Marc De Launey had been working on over the last year. So when they heard about Boxcar, an Edinburgh-based film company producing up-to-date, exciting, commercial British films rather than twee dramas about two people in the nineteenth century meeting and falling in love, he contacted them.



The special effects for John Allardice's cyberpunk movie *Wetware* will be produced on an Amiga and even the video's cover was made using *OpalPaint*.

A meeting was set up with Boxcar and John showed their main man Jim Hickey a teaser he had shot in September '92, which had sat undeveloped until this June when John could finally afford the processing. The four short action sequences on the trailer were all shot in two afternoons on a budget of £400 using 'whoever was around at the time.' It, and the script, were good enough to convince Boxcar that *Wetware* was worth their cash.

Since all Boxcar's first six productions have budgets of under £500,000, keeping costs down is important to John if *Wetware* is to have the impact he wants. And one great way of creating all the graphics for the net sequences of his movie is to use Amiga 3D packages. John is an old hand at *Real 3D*,

ICL: NO NEWS IS GOOD NEWS

ICL HAVE NOW begun to uphold their obligations under the new warranty and distribution deal revealed exclusively in *Amiga Format* last month.

The distribution network is already working efficiently with what little stock they have. Distribution of the CD^{32} started successfully in early September with units first finding their way to the shelves of Rumbelows. It's just a shame the software houses hadn't managed to get any games there too.

The key to ICL's success where lesser beings have failed will be the warranty question, which has proved to be the Achilles heel of Commodore's operation since the FMG fiasco back in '91.

However, ICL seem more than equipped to deal with the problem. Their Wakefield call reception centre, which also caters for their thousands of corporate clients, has a record of answering 98 per cent of calls within three seconds. It's not just a question of answering the calls either. If necessary, problems are logged and passed on through a vast network to ICL service centres throughout the country where trained engineers analyse them.

The service terms for the new CD^{32} machines are if it breaks you send it back and they will return it fixed within 10 days; A1200 owners will get a visit within four working days; and lucky A4000 owners get a next-day visit.

The service lines, which are in operation from 8am to 8pm Monday to Saturday, became operational on 1st September. David Palk, general manager of the system service division says: "Things are going swimmingly well..."

having used it for his video work. But he wanted to take a look at the Video Toaster *Lightwave 3D* package before he made up his mind (discover more about it on Page 36). But after initial discussions with Ron Thornton (of *Babylon 5* fame) John is sure the Amiga is the answer to his prayers.

Another reason the Amiga appeals is price. As John explains: "I got the local Mac guy in, and he came up with a quote. One Quadra 950, peripherals and software would have taken the entire special effects budget of the movie. I can afford two A4000 Toaster set-ups for less."

John's plans for the Amiga's involvement in the movie don't stop with just ray tracing. "We might be doing some digital comping [combining images] with computer graphics and live action on the Amiga, that would be a world first," he says. "Once the Screamer [an accelerator for the Toaster which uses two RISC chips in parallel for amazing speed] is available, it will be twice as fast as a Silicon graphics Iris workstation. *The Last Starfighter* was done on a Cray One – a Screamer Toaster should be twice that fast..."

Not only will the film owe its existence to the Amiga, but if John gets his way *Wetware* will appear on CD^{32} too. Shadowmaker are seeking a computer software house to convert *Wetware* to a game.

"This kind of action movie would be ideal for CD games," John urges. "The timing is just right, we're just about ready to start talking about a computer game at the time Commodore have announced FMV. We have the ability and we're prepared to shoot footage especially for the game. You know, stuff where the stars do direct to camera dialogue and things like that. So anybody interested in doing the game would be involved from ground level."

We've seen the script, and *Wetware* is the film that we here in *Amiga Format* have been wanting someone to make for years. "If all goes according to plan, we'll be releasing *Wetware* into the cinemas round about October next year – we can't wait for it to be finished. We will have the dubious distinction of producing the first 18 certificate ever to come out of Scotland... it certainly won't be Disney!" concludes John.

Any Amiga artists or animators who think they might have something to offer *Wetware* should contact John Allardice on 0369 5185, as should any games houses who think they can do justice to this film.



WISE UP AT THE WORLD OF AMIGA!

All things Amiga will be gathered in one place just for you to get to grips with at **The World of Amiga**, part of The Future Entertainment Show which takes place at Olympia on 11-14th November.

Whatever you're interested in, be it games, graphics, music or more serious stuff, software houses and hardware manufacturers will be there with bargains abounding. Advice will also be at hand from the experts and, of course, the staff from every one of Future Publishing's Amiga magazines – *Amiga Format, Amiga Power* and *Amiga Shopper* – will be hanging around to answer questions and help you out.

Last year's Future Entertainment Show was a huge success and this one promises to more than match it with special attractions and competitions happening each day. But be warned: tickets are not on sale at the door – you must buy them in advance. They cost £6.95 each or £24.95 for a group of four and can be ordered by ringing the telephone hotline on the number below...

FES HOTLINE 051-356 5085

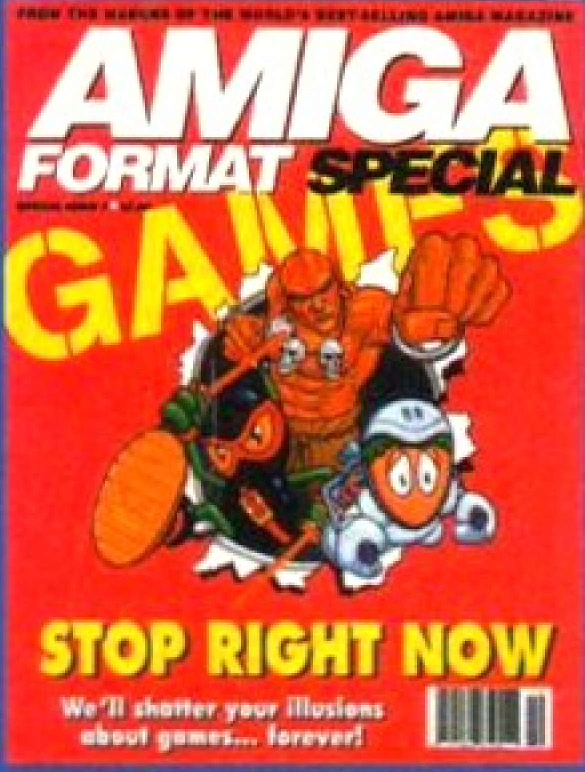
AMIGA NEEDS DRIVERS



THERE ARE MANY wonderful niche market printers out there looking for Amiga drivers. Take the Seikosha Smart Label Printer Pro, for instance. This tiny unit outputs high-quality text on to labels for mailshots and is ideal for a number of applications, even for sending out your Christmas cards if you're very popular. But though any computer can drive any printer, it's a driver, or the lack of one, that makes this beastie inaccessible to Amiga owners. Anyone out there feel like writing one? For more info on this cute label device call Seikosha on 0756 701263.

Seikosha's Smart Label Printer Pro. It may be smart, but until someone writes a driver it's no use to Amiga owners.

A SPECIAL GAME



The AF Games Special – it's a must and it's out now!

THOSE FABULOUS PEOPLE at *Amiga Format Special* have just released their latest offering, *The Games Special*. Crammed with interviews of all the movers and groovers in the software circuit, in-depth background articles on the making of your favourite games and exclusive previews of games to come it's a must for the serious gamer. Look out for the *Blitz Basic* section inside that complements our Coverdisk. All of this and the chance to win a CD^{32} or all of Team 17's back catalogue. Don't miss it!

WINQUECENTO!



Special Reserve, those renowned mail order purveyors of cheap computer games, are running a special competition every two months with prizes totalling over £10,000.

This month's big star prize is a Fiat Cinquecento. This superb motor is powered by a 899cc engine and has a 0-60 time of 18 seconds. Special Reserve is a club; membership can be obtained by dialling 0279 600204.

The quintessential Cinquecento could be yours if you're on the Special Reserve list.

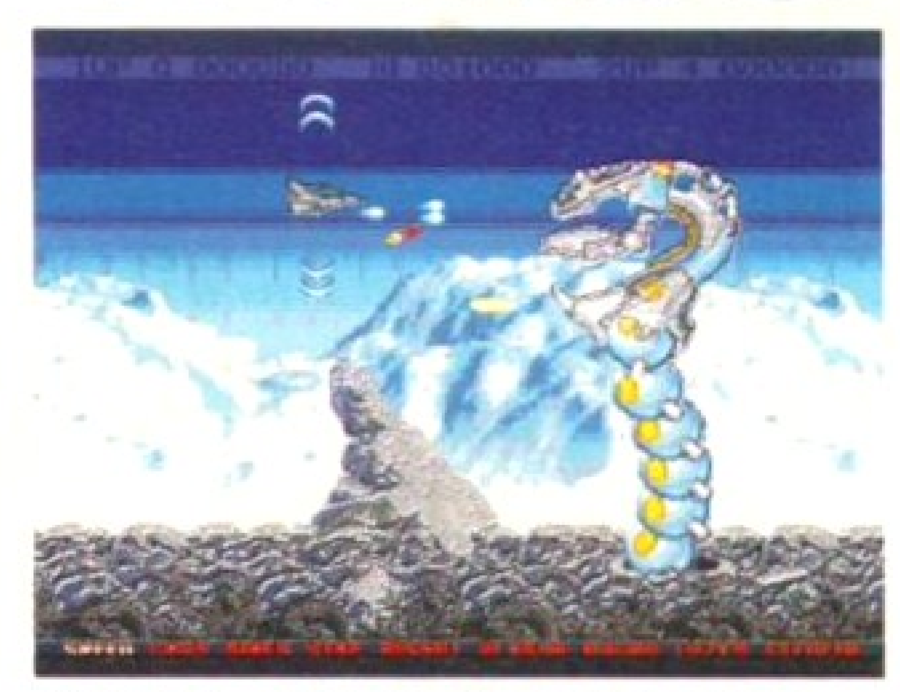
THIS MONTH'S TOP 30

ELSPA PENGUIN CHARTS – COMPILED BY GALLUP

1(3)	▲	**Syndicate** Electronic Arts	FG 91%
2(1)	▼	**Gunship 2000** MicroProse	FG 94%
3(-)	New	**Dune 2** Virgin	FG 90%
4(2)	▼	**Goal!** Virgin	88%
5(5)	■	**Graham Gooch Cricket** Audiogenic	78%
6(4)	▼	**Champ Manager '93** Domark	82%
7(10)	▲	**Sensible Soccer 92/93** Renegade/Mindscape	80%
8(7)	▼	**Desert Strike** Electronic Arts	87%
9(6)	▼	**Flashback** US Gold	FG 93%
10(28)	▲	**F1 Grand Prix** MicroProse	FG 92%
11(9)	▼	**Body Blows** Team 17	87%
12(11)	▼	**Premier Manager** Gremlin Graphics	87%
13(-)	New	**Blade of Destiny** US Gold	FG 91%
14(15)	▲	**Lemmings 2** Psygnosis	FG 94%
15(13)	▼	**Space Legends** Empire	FG 91%
16(-)	▼	**Reach For The Skies** Virgin	FG 90%
17(17)	New	**Ishar 2** Daze/Silmarils	79%
18(14)	▼	**A-Train** Ocean	84%
19(12)	▼	**The Chaos Engine** Renegade/Mindscape	FG 90%
20(19)	▼	**Streetfighter 2** US Gold	87%
21(25)	▲	**Monkey Island 2** US Gold	FG 95%
22(26)	▲	**Wing Commander** Origin/Mindscape	83%
23(23)	■	**Civilization** MicroProse	FG 94%
24	New	**Battle Isle '93** Blue Byte	81%
25(16)	▼	**Walker** Psygnosis	81%
26(-)	Re	**Chuck Rock 2** Core Design	81%
27(-)	Re	**Sim Earth** Maxis/Ocean	79%
28(-)	Re	**Nick Faldo's Golf** Grandslam	FG 90%
29(22)	▼	**Indy Jones - Atlantis** US Gold	FG 92%
30(29)	▼	**PGA Tour +** Electronic Arts	FG 90%

CD^{32} AT £14.99


Alien Breed is a popular modern classic. It's now available on CD^{32} for the bargain price of £14.99. Buy it!


Project X is another popular modern classic. It's also now available on CD^{32} for the bargain price of £14.99. Buy it!

Wakefield based software supremos Team17 like the CD^{32}, but they won't have any new product ready for release on the format until early next year – so they are about to release several of their old favourites on CD at a budget price. Look out for *Project X, Alien Breed, F17* (reviewed on Page 104 of this issue) and *Quack* in the shops from the middle of October at a price of £14.99. *Quack* is so new that it won't even be reviewed until next issue. But Paul of Team17 says: "We've been playing it in the office for months, which is quite amazing because we usually get bored pretty quickly".

Well done to the Wakey boys for putting their price-points where their mouths are and releasing the very first lower-priced commercial CD^{32} stuff.

MICROPROSE MERGE WITH SPECTRUM HOLOBYTE



Famous for games like *Formula One Grand Prix*, MicroProse's future now seems secure.

Following months of speculation about their finances, MicroProse have announced plans to merge with US-based adventure game specialists Spectrum Holobyte.

The deal was announced at a special press conference in Bath by Rob Davies, MicroProse's group marketing director. This followed mounting concern about the company's future and a swathe of world-wide redundancies.

Despite heavy investment MicroProse got into financial difficulties last year following a series of failures in the US games market. Highly successful European titles like *Formula One Grand Prix* failed to capture the American public's imagination, while development costs for new games spiralled beyond a point where MicroProse could recoup the money.

By merging with Spectrum Holobyte, MicroProse are confident their flight and strategy sims can now reach a wider audience in the States, while Holobyte's range of adventure and platform games should receive a higher profile in the UK and Europe.

Perhaps the most significant move is a $10 million cash injection into MicroProse by their US counterparts – this has enabled MicroProse to announce an ambitious range of games releases for 1994 including a CD^{32} version of *Impossible Mission*. Other Amiga releases like *Subwar 2050* and *Starlord* are likely to be on A1200 and CD^{32} formats only.

E.D.O.S. ZONE



Finding the Amiga software you want is now made easier at Future Zone stores – everything's accessed from a hard drive.

Fast growing computer store chain Future Zone is to implement the E.D.O.S. system (Electronic Distribution of Software) in the majority of their stores. The system involves keeping thousands of games on a huge hard drive, and then duping them off on to disk as demand requires. Future Zone have hundreds of Amiga titles, most of them re-issued or budget games.

DIGGERS

A UNIQUE GAME OF DISCOVERY AND EXPLORATION

95% CD 32 version Gamer Gold Amiga Computing

'Diggers is the hit of the year! ...the game is going to be absolutely massive'

'...the best I've seen in a long time and it will take the rest of your life to complete it'

92% CD 32 version Amiga CD Magazine

'It's hard to see another strategy game giving this a black eye for quite a while'

OUT NOW FOR THE A1200

CD VERSION AVAILABLE EXCLUSIVELY WITH THE AMIGA CD32 CONSOLE

Four races of unruly diggers converge on the Zargan Mining Centre, tense with anticipation - for tomorrow is the start of one month's frenzied digging activity. Treachery, sabotage and amazing discoveries lie ahead. Have you got what it takes to lead a team of Diggers into the mining labryinths of the planet Zarg? If you can reap the planet's rich rewards and beat your ruthless opponents then fabulous treasures await you.

- A huge game of exploration and discovery
- Million different locations
- 30 humungous levels
- 4 digging races to choose from, each with distinct character traits
- Powerful computer intelligence giving each digger independent actions
- Build huge labyrinth tunnel systems
- Break the Zargan Bank!

Millennium, Quern House, Mill Court, Great Shelford, Cambridge, CB2 5LD Tel: 0223 844894





MAKING SENSE

Chambers Harrap Publishers have just released a book called *Making Sense of English In Computers* and it is, basically, a computerese dictionary. For example:

Worm: 1. A program that can replicate itself and spread from computer to computer over a network, usually in order to cause damage to files. Unlike a virus, it does not attach itself to other programs. See also Trojan Horse. 2. An acronym for Write Once Read Many times used of optical disks and other storage devices.

Pretty good, eh? We'll review it next month, but if you need computer interpretations before, call 031-557 4571.

GET ANIMATED

If you want to give computer animation and graphics a go, why not try Hammersmith and Fulham's Community Media Project? They're running a course on 20-21 November. Call 081-741 1766.

FAME AT LAST!

John Atkinson of Technical Dimensions wants to make Amiga musicians famous. He uses his Amiga to power a recording set-up with which he records local choirs and bands, and plans to release a album of Amiga music, featuring around 12 pieces of techno/rave/hardcore music. Send your demos or disks to: Technical Dimensions, 32 Midway, Walker, Newcastle Upon Tyne, NE6 3PA, or call 091-263 7971.

GAMES RATED

The games industry has finally decided that computer games should have movie-type ratings. European Leisure Software Publisher Association members have become registered members of the Video Standards Council. The decision has been hastened by FMV and the digitised footage in the Mega Drive game *Night Trap*. Most games will remain exempt, but to get into the spirit of things we've voluntarily given *Zombie Apocalypse* on this month's Coverdisk a 15 rating.

FACTS OR THEORY?

Parents worried about the effects video games are (allegedly) having on their children can get a new fact-sheet.

The National Council for Educational Technology is trying to sort the truth from the bull on subjects like epilepsy and if computer games rot your brain or improve logic, plus other such matters of importance. We'll give this document the once over when we can get a copy.

HP SOURCE

Dixons are to become the main High Street retailer for Hewlett Packard computer products. Most important to Amiga owners will be the DeskJet 500C and LaserJet printers.

A NEW AMIGA VISION?

This October sees the Amiga taking part in a show which is sure to fill the National Hall at Olympia. Vision '93 is a spin-off from The Television Show aimed at professional video makers and though this is the first year of the show, it is attracting major interest from dealers and corporates, including Amiga developers. One of the highlights is sure to be the official launch of the Video Toaster 4000, in conjunction with Prime Image and Vortex.

Other potential Amiga exhibitors include Amiga Centre Scotland, Scala and Satlink. Tickets will be £15 on the door or you can contact Vision Exhibitions Ltd on 081-948 5522 for advance booking details.

Video Toaster 4000 – its first official launch will be at Vision '93 in October.

BARGAIN TIME AGAIN



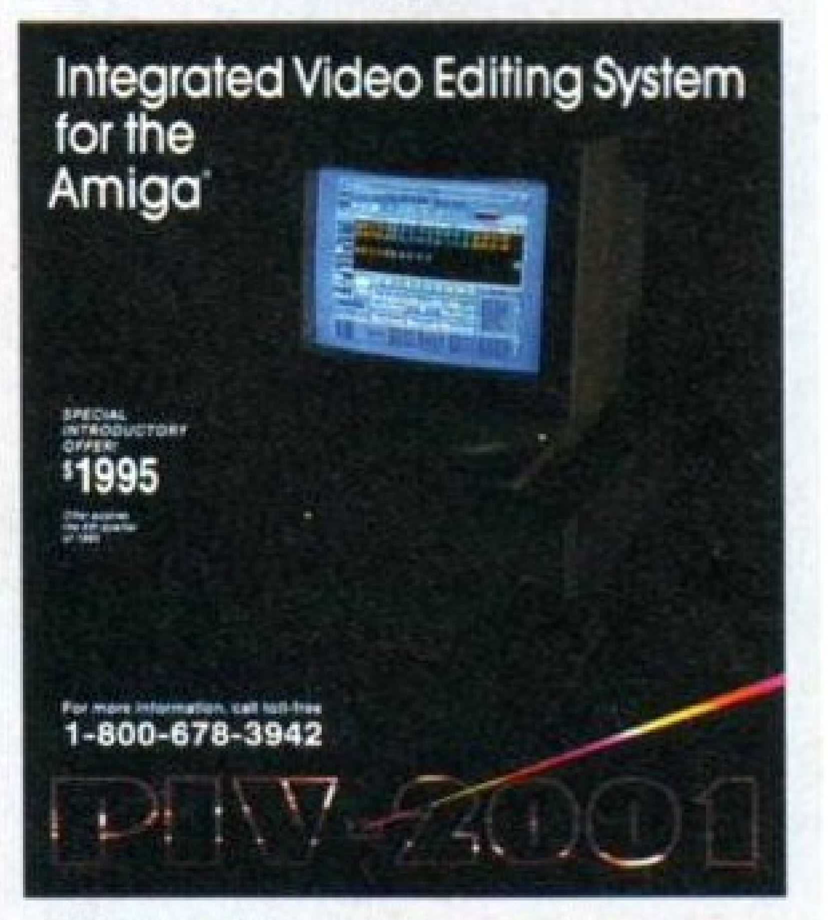
If 16-bit technology is enough to keep you content then there's plenty of bargains to be picked up from mail order dealers Indi.

The advent of 32-bit Amiga technology has led to bargains galore for Amiga buyers content with 16 bits and now Indi Direct Mail have two incredible buys on special offer. The Amiga 1500 with twin 3.5-inch drives and a pack of software including *Deluxe Paint 3*, a word processor and some games will rush you a mere £350. This represents an absolute bargain for anyone wishing to use an accelerator and 24-bit card.

The CDTV multimedia pack is also on extra-special giveaway price offer. A CDTV, keyboard and external disk drve will cost you just £229.99. Call Indi on 0543 419999.

VIDEO WARS

Pride International have a direct competitor to the VideoPilot video editing hardware featured in the last issue of *Amiga Format*. The PIV 2001 shows its American origins by being an internal device for 'big box' Amigas, but otherwise it boasts a similar set of features to V3i's nifty external unit. Call Pride on 0793 514055 for more details, or read the review soon *Amiga Format*.



All the way from America, PIV 2001 is set to give VideoPilot a run for its money.

NOW THAT'S WHAT I CALL GAMES

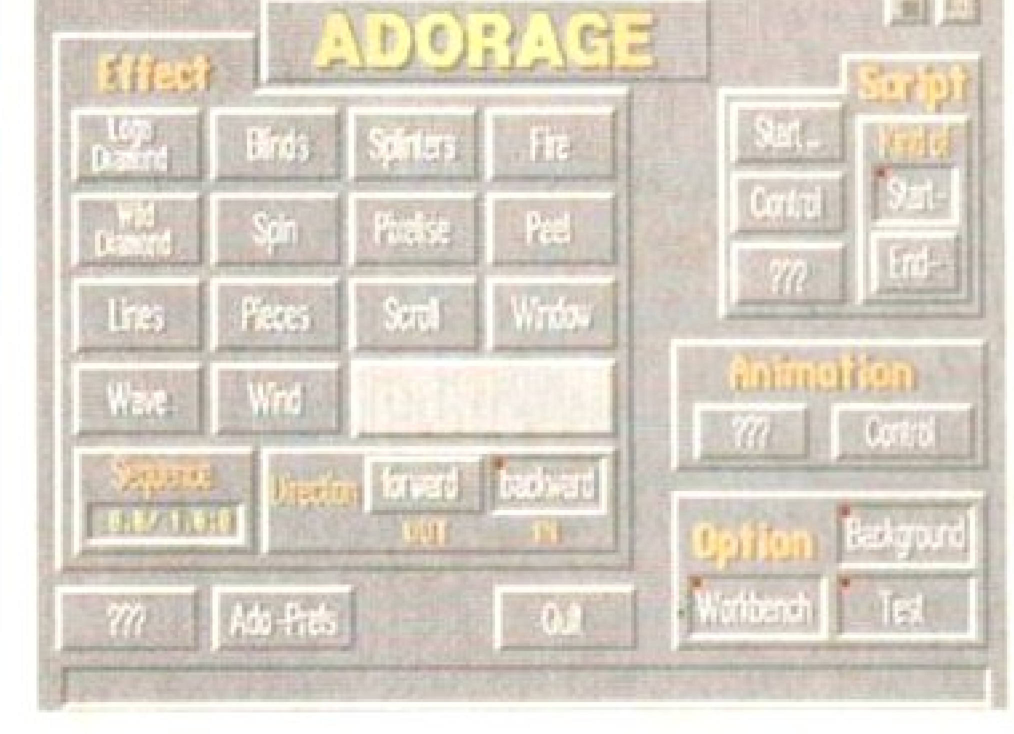
...is the title of a new compilation but not, as you might expect, a compilation from Ronco or K-Tel containing all the worst games of the last year.

It is in fact from MultiMedia Machine of Bolton in Lancashire, comes on CD and contains 100 PD and shareware games, 50 of which are tested and work on CD^{32}.

The rest work on various combinations of CDTV, A570 and the planned upcoming A1200 CD drive. All were tested by MM proprietor JayBee's grandchildren, and have a friendly front-end and loading system.

All this unbridled fun is not without its price, and that price is a mere £19.99. So if you fancy playing *Drivewars*, *Mega Race*, *Weltrix*, *Crazy Pipes*, *TomCat*, *Copper* or any one of 94 other games, call MultiMedia Machine on 0204 363688.

CLARISSA RENDERS ANIMATIONS SMOOTHER



Until *Clarissa* there was no way of editing animations in the excellent SSA format used by *Adorage*.

Clarissa is a new animation effects package from Micro-PACE UK. It has long been available in Germany, and has finally been translated for UK use. The £79.99 package has a host of features including a virtual memory facility that enables animation far larger than available RAM to be manipulated. Its frame-grabber can capture screens from other programs multitasking alongside it and import them directly into the animation being worked on, and *Clarissa* saves in the superb Super Smooth Animation format that made *Adorage* so useful.

Call Micro-PACE UK on 0753 551888 for full details.

OKI'S OK PRICES



OKI, manufacturers of the *Format* Gold-winning OL810 printer, have reduced prices across their eight pages per minute LED printer range. The reductions are in the region of 33 per cent on each machine.

Call 0753 819819 for more details.

MORPH MADE FASTER

Owners of the truly incredible Vivid 24 high-speed graphics board can use its amazing power to do some pretty high-speed morphing too.

Warp 10 **(*Star Trek* gag alert!) is a new piece of software designed to do what *Morph Plus* does, only faster. It can operate on images of up to 32768 pixels square... that's big!**

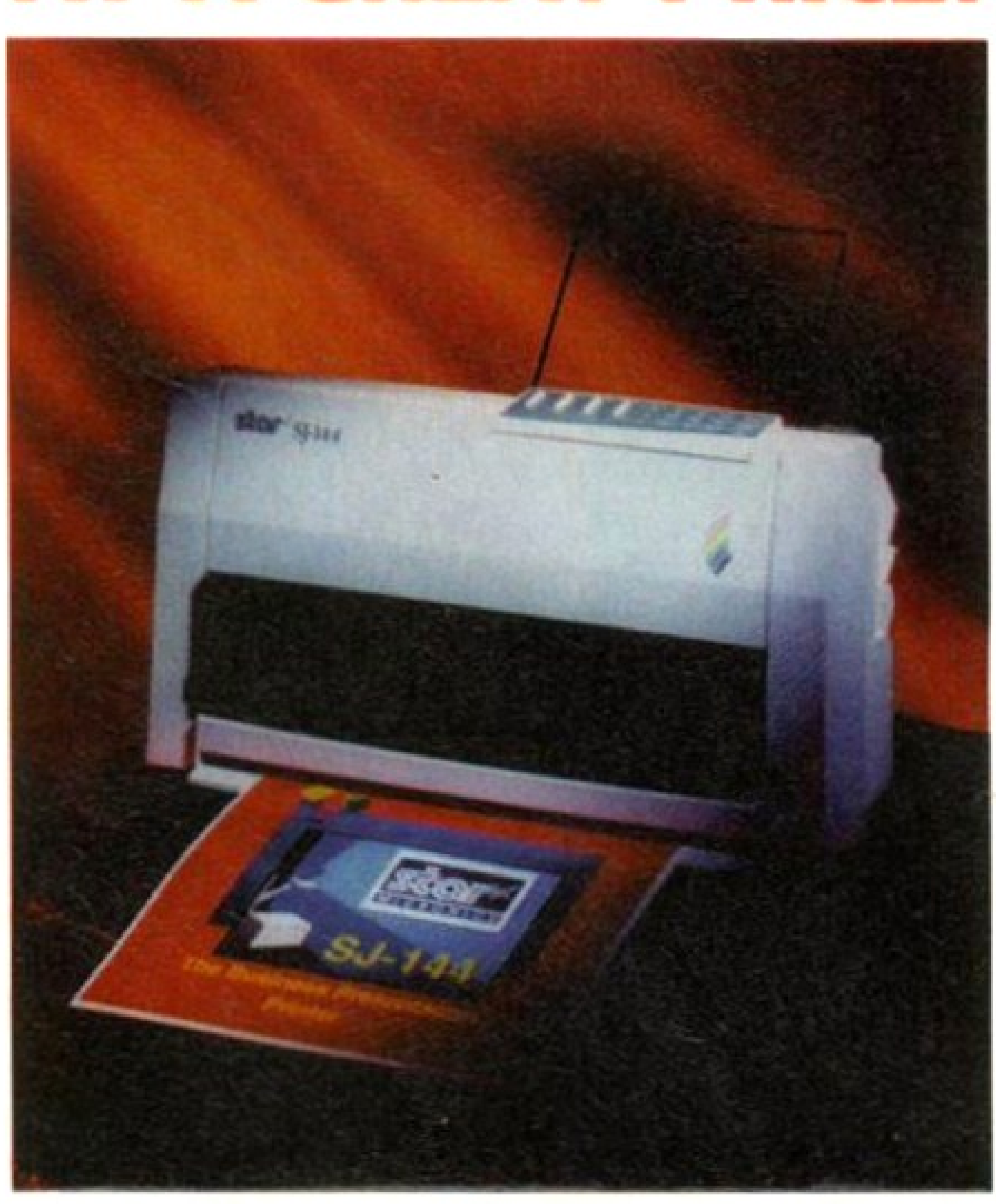
SSSSHHHHHHH!!!!!



The KX-P2023 is Panasonic's latest addition to the Quiet Printer range and comes with an Amiga-specific driver.

Panasonic have a new addition to their extremely quiet range of printers, known cryptically as Quiet Printers. The KX-P2023 is a narrow-carriage 24-pin dot matrix printer. The suggested retail price is a mere £240 plus VAT (£282 to all you non self-employed). Panasonic have joined the legion of printer manufacturers who are now offering Amiga-specific driver software to use with their machines, and their Amiga Driver is free with all their Quiet Printers. If you have already bought a QuietPrinter call 0800 444220 for a driver. KX-P2023 buyers will receive a free sheet feeder too. Call Panasonic on 0344 853915.

COLOUR PRINTING AT A GREAT PRICE!



Colour thermal printing at an affordable price? You'd better believe it – manufacturers Star Micronics are about to bring us a great buy.

Thermal printers can offer very good quality printouts at reasonable prices, unless it's colour you want. Colour non-impact printers are notoriously expensive, but Star Micronics are about to launch a colour thermal printer which they claim is affordable. And it is too. The recommended retail price of £569 plus VAT (£669) will make it one of the most competitively priced quality colour printers around.

That's not the only good news – Star are currently working on a dedicated Amiga driver for the machine which should be completed by early October. Expect a review in *Amiga Format* as soon as the machine is available.

CD^{32} COMPATIBILITY EXPLAINED

Capri CD Distribution have untangled the web of compatibility between CD^{32} (the great machine with no software) and CDTV (the not quite so great machine with lots). They say the following CDTV titles will work with CD^{32}, with the relevant limitations...

EDUCATION

Title		Requirement
A Bun for Barney		Needs mouse
A Long Hard Day at the Ranch		Joystick compatible
Asterix French for English 1&2		Needs CD32 keyboard
Asterix English for French 1&2		Needs CD32 keyboard
Barney Bear Goes Camping		Needs mouse
Barney Goes to School		Needs mouse
Cinderella		Joystick compatible
Fun School 3		Joystick compatible
Heather Hits a Home Run		Joystick compatible
LTV English		Needs mouse
Moving Gives me a Stomache Ache		Joystick compatible
My Paint		Needs mouse
North Polar Expedition		Joystick compatible
Scary Poems for Rotten Kids		Joystick compatible
Tale of Benjamin Bunny		Joystick compatible
Tale of Peter Rabbit		Joystick compatible
Thomas's Snowsuit		Joystick compatible

ENTERTAINMENT

Title		Requirement
Air Warrior		Needs CD32 keyboard
All Dogs Go To Heaven		Needs mouse
Asterix and Son		Needs CD32 keyboard
Battlestorm		Joystick compatible
CDPD 1, 2 & 3 *		Needs mouse
Defender of the Crown		Joystick compatible
Demo Collection 1 *		Needs mouse
Dinosaurs for Hire		Joystick compatible
Fantastic Voyage		Joystick compatible
Fractal Universe		Needs mouse
Global Chaos		Joystick compatible
Hound of the Baskervilles		Needs mouse
Pandora's CD *		Joystick compatible
Prehistorik		Joystick compatible
Psycho Killer	SFX	Needs mouse
Sim City		Joystick compatible
Snoopy and the Missing Blanket		Joystick compatible
Tie Break Tennis		Joystick compatible
Town With No Name		Joystick compatible
Trivial Pursuit	SFX	Joystick compatible
Xenon II	SFX	Joystick compatible

ARTS AND LEISURE

Title		Requirement
Advanced Military Simulator		Joystick compatible
Animals in Motion		Joystick compatible
Connoisseur of Fine Arts		Joystick compatible
Gardenfax: Fruits and Vegetables		Needs mouse
Gardenfax: Indoor Plants		Needs mouse
Gardenfax: Trees and Shrubs		Needs mouse
Guiness Disk of Records		Needs mouse
Women in Motion		Needs mouse
Musicolor		Needs mouse

REFERENCE

Title		Requirement
American Heritage Dictionary		Joystick compatible
Illustrated Works of Shakespeare		Needs mouse
Dr Wellman		Needs mouse
Illustrated Holy Bible		Needs mouse
New Basics Electronic Cookbook		Joystick compatible
Timetable of Business and Politics		Joystick compatible
Timetable of Science and Innovation		Joystick compatible

BUSINESS

Title		Requirement
Inter Office		Needs keyboard and disk drive

KEY

Joystick compatible Needs mouse
Needs CD^{32} keyboard
Needs keyboard and disk drive
* Keyboard/drive recommended
SFX Slight sound fault is evident

If you would like to buy these, or any other CDs, call Capri on 0628 891022.

10.3



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It is recommended that prices are confirmed before ordering goods



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£289.99!

NOW WITH NIGEL MANSELL F1 AND TROLLS!

HARD DRIVE VERSIONS
20Mb.....................£379.99
85Mb.....................£499.99
209Mb...................£599.99

The New Amiga 4000/030

Based on the 68030 processor. Complete with hard drive & 2Mb of chip RAM & WB3

only £909.99 for 80Mb version
or £969.99 for 120Mb version

Amiga 4000/040 from £1939.99
with 6 Mb RAM and 120 Mb hard drive

Cartoon Classics Pack..........£194.99
with Lemmings, Captain Planet, The Simpsons & D-Paint 3

AMIGA 500 Deluxe only £239.99
with built in ROM sharer 2.04/1.3

AMIGA 600 Basepack now with X OUT game (LIMITED OFFER)
only £194.99!

AMIGA 600 20HD The Epic pack 20 Mb Hard drive, Epic, Rome, Myth, & Trivial Pursuit, Dictionary, Language Lab & D. Paint 3
only £289.99 (Inc On Site Maintenance)

The A600 Wild, Weird & Wicked
inc Micro Prose Grand Prix, Deluxe Paint 3, Putty & Pushover
Plus "X OUT" shoot em up only £219.99

A600 DELUXE.............ONLY £245.99
A600 20HD DELUXE....ONLY £339.99

inc. ROM sharer with 1.3 & 2.04 ROM's making incompatibility a thing of the past. The A600 HD Deluxe comes with a Built in 20 Mb hard drive
Just add 32.99 for a 2 Mb 600 Deluxe!!

PRIMA A1200 REAL TIME CLOCK

at last now you can date and time stamp your files
Fits directly onto the motherboard with no soldering.

now only £14.99!

check for compatibility

A600 & 1200's HD kits

Add £14.99 for Real Time Clock!

20Mb.....*£89.99	60Mb.....*£179.99
80Mb.....*£195.99	127Mb..*£269.99
210Mb...*£369.99	*Just Add £10.00 for fitting

All Amiga's come with Workbench, mouse & 12 month warranty. The A600's, A1200 & A4000 come with 12 months on site warranty All 1200/600's also come with a built in integral hard disk option.

THE AMAZING ZOOL PACK!

- ZOOL (97% Amiga Computing, Nov 92)
- STRIKER (94% CU Amiga, June 92),
- PINBALL DREAMS (94% AUI, Sept 92)
- TRANSWRITE word processor

only £29.99
only £19.99 with any AMIGA!

NEW! AMIGA CD32 PACK

based on the 68020 processor, the CD32 features AA chip set, A4 size footprint, 2Mb RAM, 128K flash memory, built in WB & the ability to play normal audio CD's

only £289.99

CD Rom Amiga A570

Turns your Amiga 500 into a CDTV. Includes Fred Fish CDPD disk & Sim City

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All our printers are UK spec.



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NEW! Canon BJ10sx.......£224.99
Laser quality output. Large buffer
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NEW! Canon BJ230......£379.99
wide carriage version of above
Canon BJ300...........£419.99
Desktop bubble jet with laser quality
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IT'S HERE

The Video Toaster is the best piece of Amiga kit in the world, used by TV and film companies to generate amazing effects and graphics. Now for the first time it can be used in the UK, Nick Veitch wants to show you how wild it is...

FROM THE DAWN of Logie Baird, television has proved itself to be a versatile medium, an information channel which has turned its bandwidths to everything from entertainment to advertising, from home shopping to selling religion, from the local news to global media events, from Tiananmen Square to the Gulf. There is no comparison. Television has the power to change the world.

OK, that's all very well, but what's all this techno cyberboggle got to do with us? Well, there is a device in production in California that has the power to change the shape of television forever. This device is actually a peripheral for a humble home computer. The computer, of course, is an Amiga. The device? New Tek's Video Toaster.

TIME FOR TOAST

The Toaster is the most price-effective and powerful single unit video production facility. It gives the Amiga the power to render superb animations, create video quality text and manipulate graphics mixed with live video in any number of devilish ways. In America it has been nothing short of revolutionary.

The Toaster was the stuff of a Silicon Valley legend. A team of designers locked away for four years, eating cinnamon cakes and rarely seeing daylight, toiled away in secret creating the dream machine. Their front was that they were working on a new toaster, and so they were.

The Toaster is not a single entity. It comprises a piggy-backed video slot card and 45 disks containing the hottest rendering and video manipulation software in existence.

But all this happened a long time ago. Why should we now bother going back over old ground? Well, early in its life a great tragedy struck the Toaster. One of the important components, the image generator chip supplied by Sony, fell out of favour at the Japanese HQ. It wasn't taken out of circulation – in fact it is still in production now, but any further development was put on freeze. This was only a tragedy for us Europeans though, because Sony never produced a PAL version of the chip.

To redesign the Toaster with another chip at its core would have been an expensive and lengthy task, and one which NewTek didn't really need to undertake. The Toaster had already caused a storm, especially after it won a Best Mac Peripheral Award. That's right, cunningly disguised Amigas, fitted with Toasters, were successfully displayed and sold as external video devices for the Apple Macintosh at Mac shows all across North America.

With the mass of publicity, Toasters leapt off the shelves. With it being all they could do to keep up with demand in their home territory, it was hardly surprising that NewTek didn't feel the need to expand into overseas markets too.

DIGITAL VIDEO EFFECTS

The Toaster can create literally hundreds of digital effects such as those seen all the time on TV. Flips, spins, tiles, curtains, page-peels, zooms, squeezes, blinds, rolls and mosaics are but a brief selection from the list. Many of the effects such as whips, zoom trails and luminance dissolves were impossible on conventional equipment when the Toaster appeared on the scene.



The Toaster is capable of so many effects, you won't have heard of half of them!

FRAME GRABBER

The Toaster also features a built-in frame-grabber and frame store. This will save a full resolution video image in 16.8 million colours for use in other parts of the Toaster or for direct playback through the frame store. The playback speed is up to 5fps when stored in the Amiga's RAM, and obviously they can be used in conjunction with the Switcher for transitions and effects.



Individual frames can be grabbed and stored – colour comes in 16.8m varieties!

CHARACTER GENERATOR

When you need a title or video caption, there is no reason to quit the Toaster. Amongst its armoury there is an excellent character generator, which is nothing to do with RPGs but is a lot to do with rendering fonts at video resolution.

The Toaster comes with its own collection of fonts, including some multicoloured and chrome-effect examples.

Along with pure text on screen you can play around with 24-bit graduated tints, semi-transparent shadows and variable speed scrolling. The captions can be linked to the switcher to provide any number of spinningly, zoomingly, tumblingly amazing displays.



There are many different fonts and treatments you can use to create video titles.

COLOUR PROCESSOR

A powerful colour processing engine is provided, capable of manipulating and digitally altering any image that comes before it. Many of the effects will be familiar to those who use *Art Department*, but many more are unique to the Toaster software. Image Processing on the Toaster can handle just about any effect you could possibly think of.



Images can be uniquely manipulated and digitised beyond recognition.





NO, WITH MARMALADE...

But now that has all changed. The Toaster, now in its vastly improved Toaster 4000 form, will shortly be making its official debut in this country.

Toasters have been used in this country for years, but only for off-line processing and to run *Lightwave*, the superb rendering software. The difference now is that NewTek have been talking to Prime Image, a company which specialises in video hardware and produces a 'standards convertor'. This gadget will convert NTSC signals into a European PAL signal. So, apart from having to install a few more boxes in your Amiga, you can have your video workstation toasting away in a decent screen mode.

So what can the Toaster actually do for you? Well, just take a look at the images on this page. Everything here was generated by the Toaster, working on recorded video sources (it could just as easily have been from live sources). In fact it is far easier to talk about what the Toaster can't do for you. Anyway, keep reading for a guided tour to the miracle that is the Toaster...

Continued overleaf ☛

TOASTERPAINT

The ultimate video workstation wouldn't be complete without a 24-bit paint package. The *ToasterPaint* application can be used to generate your own artwork in 16.8 million colours or to manipulate images produced in *Lightwave* or grabbed using the frame-grabber. This is more than just a simple painting tool though, advanced operations such as rotation, texture mapping, anti-aliasing, blurring and re-sizing are all available to the user.



The Toaster's 24-bit paint package, *ToasterPaint*, is more than just a tool.

LIGHTWAVE 3D

***Lightwave* is probably the most highly regarded ray-tracing software for the Amiga. Some people have been known to buy Toasters just so they could use it! The only other Amiga package that could possibly compare to it is *Real3D2*.**

***Lightwave* renders computer designed images into full 24-bit resolution. Aside from its advanced mapping abilities (which can cope with reflection, textures, specularity, diffusion, bumps and transparency, *Lightwave* can also handle fog effects, motion blur and dynamic particle systems.**

***Lightwave* can be used to build up extensive animations quickly and easily with its advanced key framing and tweening options, so you are not limited to just one image or committed to the tedious task of creating each frame by hand before rendering.**



Ray-tracing with the excellent *Lightwave* software is the ultimate experience.



GENLOCK

Another vital piece of equipment which has been crammed into the Toaster is a genlock. The Toaster can use this to overlay Amiga generated graphics (such as captions or logos) on to an incoming video source or over either of the two frame buffers. As with all of the components that make up the Toaster, this genlock conforms to the most stringent of requirements for full broadcast video.

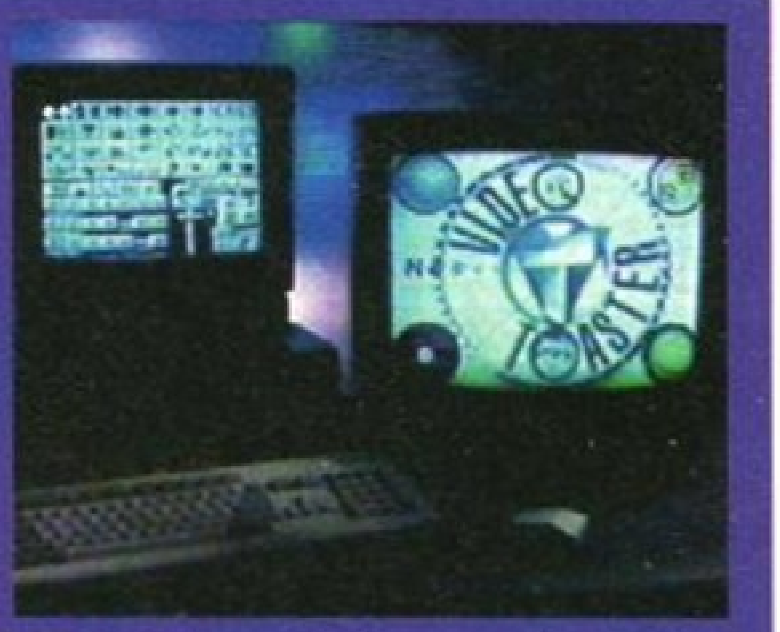


The Toaster's built-in genlock can overlay Amiga graphics on to a video source.

THE SWITCHER

The backbone of all of the Toaster's myriad parts is the switcher control program. This is the software which allows the user to combine the various effects with up to seven inputs (including four 'live' video inputs) and produce both a programme and a preview output. This is where the user can get creative with all those cuts, fades mixes and wipes.

The Switcher also controls the linear keyer and can accept an external GPI trigger.



The switcher control program is used to pull all the effects together.



LIGHTWAVE

This stunning shot from the award-winning sci-fi series *Babylon 5* was created entirely in *Lightwave*.

THE MOST INTERESTING part of the entire $2,000 Toaster package for most people is the amazing *Lightwave* rendering software. To compare *Lightwave* to the likes of *Imagine* is like comparing an A4000/040 to a ZX80 – they are light years apart.

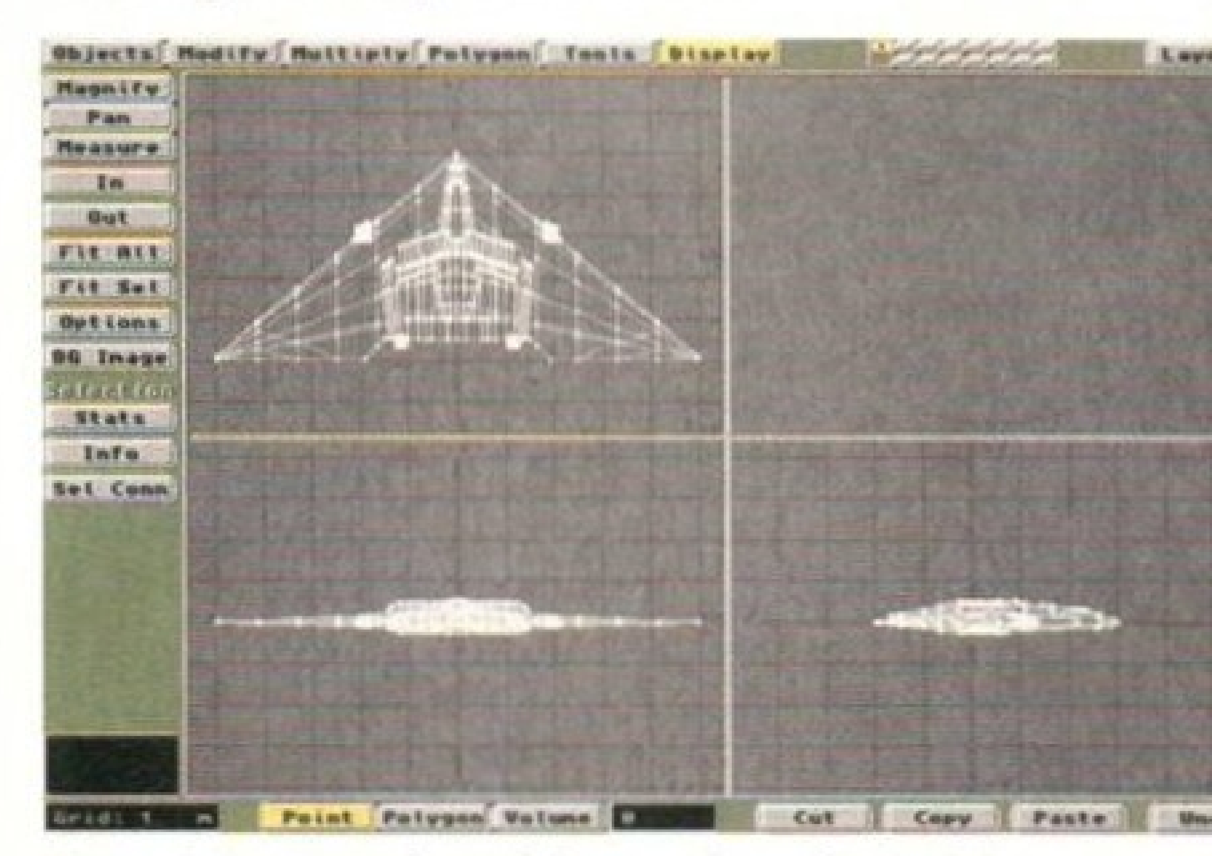
Lightwave was the first rendering package to break away from the traditional tri-view mode employed by other modelling packages. The tri-view is a throw-back to the place where 3D-rendering packages originated – the Computer Aided Design workshops. Since draughtsmen were used to creating objects viewed from three planes (front elevation, side elevation and plan views) it seemed only natural for their early computer counterparts to adopt the same system. This is all very well for designers, but the problem for modellers is that it is very difficult to visualise what the image would be like when viewed from any other angle, which after all is the whole point.

Lightwave does offer the traditional views (albeit one at a time) but does not restrict you to these. A full moving view with true perspective is also available, enabling the user to position the shot with a wire-frame model while the objects are still being designed. This is a feature which has only just become available in other software.

THE MODEL SHOP

In order to create pictures, though, you first need objects to render. *Lightwave* separates the creation of individual objects from the composition of scenes and these are done in a Modeller module. The approach is very different from any other design system, but it is most like *Imagine* in that objects can be created and modified in layers. *Lightwave* has much more powerful tools, though.

Essentially the designer has at his disposal every tool a traditional sculptor has. You can manipulate objects by 'chiselling' them, drilling, bevelling or turning them on a lathe.



The Modeller screen from *Lightwave* shows the traditional tri-view approach, and a perspective window.

CHECK THE MAP

When it comes to surface-mapping your objects, *Lightwave* is only matched by *Real3D2*. Mapping is the process by which surfaces are given properties which affect the way they reflect light and therefore alter the way they look in the final image.

The types of surface properties found in almost every rendering package are reflectivity and specularity. These control the amount of light reflected by the surface and also the likelihood and intensity of any highlights appearing.

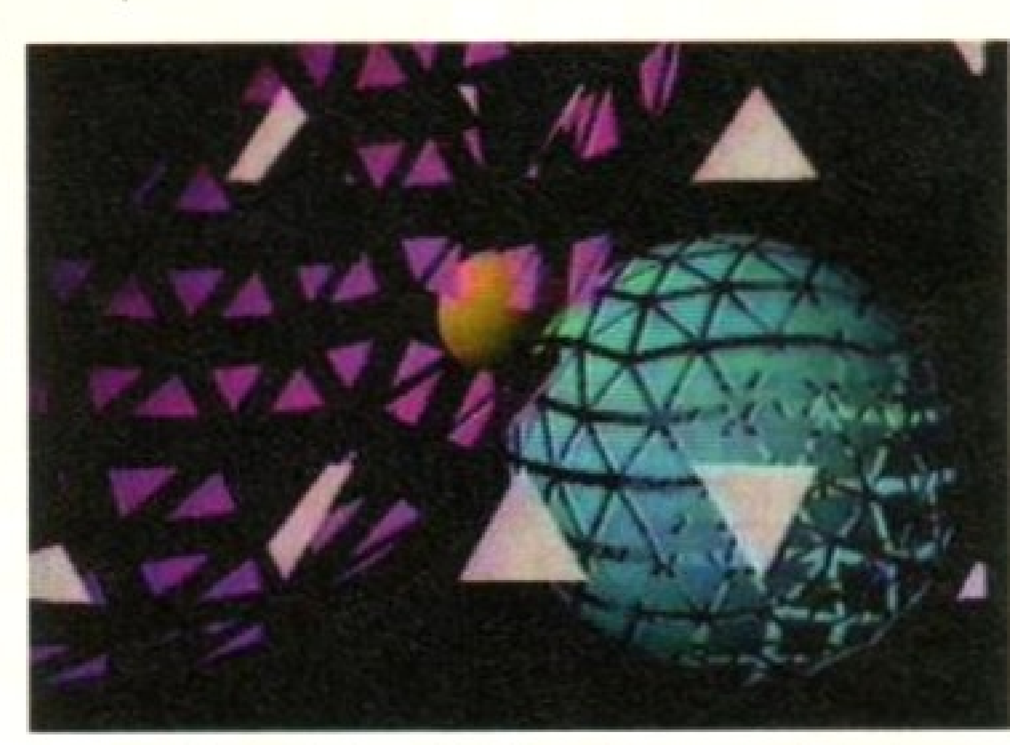
In addition to these, *Lightwave* has diffusion, luminosity, transparency, and bump maps. Bump maps control the actual texture of the surface. Without a bump map the surface of a sphere is treated like a sphere, but with one the sphere could become a textured object like an orange – the bumpmap adds information to the rendering process concerning the actual physical roughness of the surface, so light doesn't necessarily follow the obvious incidence-reflection path.

Another neat feature is the introduction of scaleable fractal noise which can be used to add a degree of realistic turbidity to any surface.

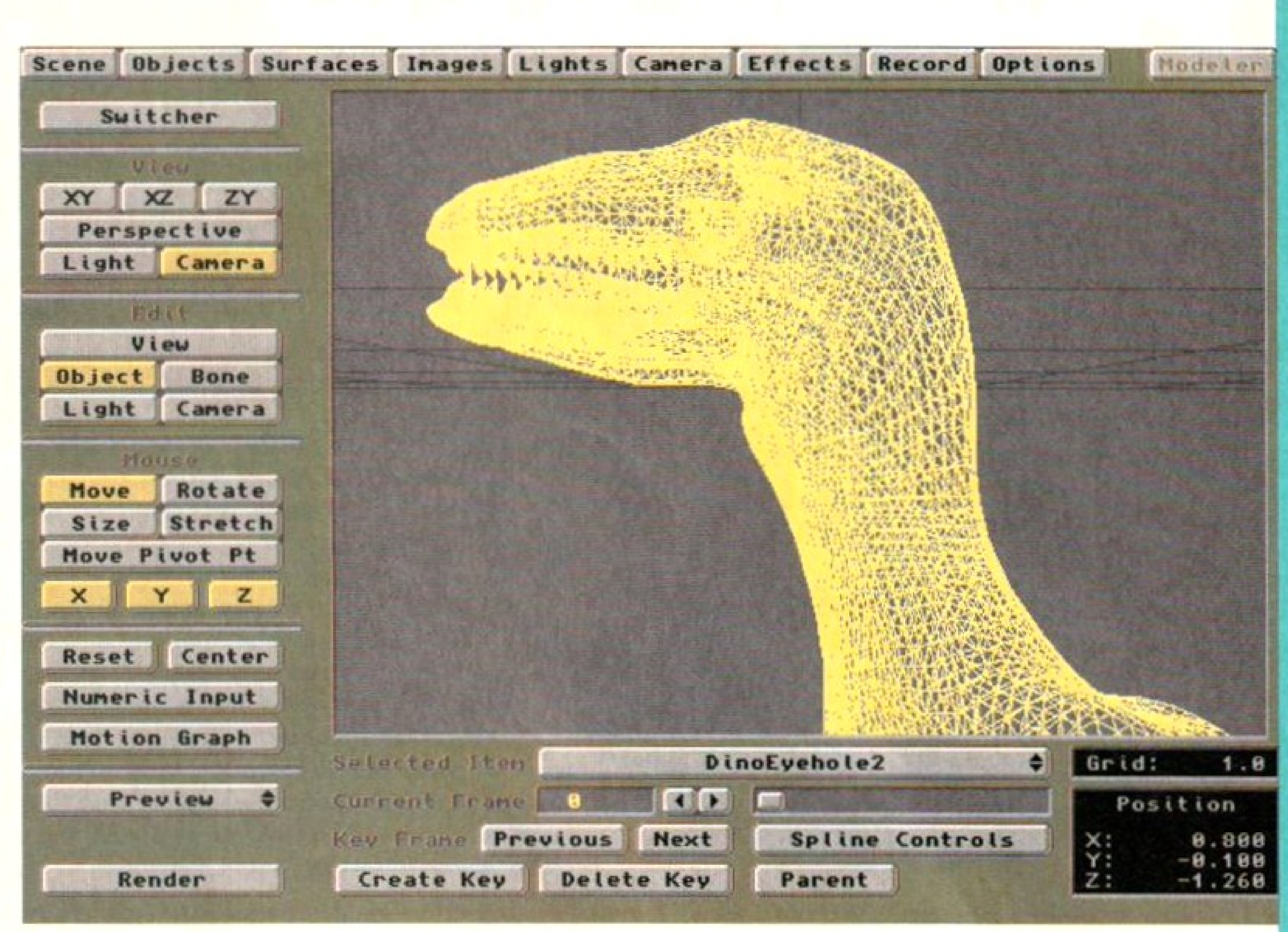


Mapping options as demonstrated on this 'bird' can completely alter the nature of objects.

This effect is also in evidence applied to a transparency map to create fog effects. That may not seem very clever to you, but think of the poor Japanese mathematician who spent over six years of his life trying to create an algorithm that could render a realistic fog effect!


Even mathematical models like spheres can look impressive with a bit of inventive animation.


Animations can be created using only a small number of key frames and letting *Lightwave* fill the gaps.



Is this how Spielberg managed all those dinosaur effects? No, he actually opted for equipment that is ten times as expensive, but his next project, *Seaquest*, will use Toaster generated images.

Unlike in *Real3D*, the objects are created on a points and vertices matrix, but unlike *Sculpt* and *Imagine* this doesn't necessarily result in an obviously angular object.

Once the objects have been created you may then place them into your scene, a kind of virtual movie set. This is also where the light sources and camera are added to complete the environment.

Although the camera is the viewpoint from which the image will be rendered, it exists as a wireframe object just like anything else; that's because in the wireframe scene manipulating mode, you don't have to view the objects from the point where they will be rendered. This not only helps considerably when positioning the objects themselves, but can also be very useful when it comes to positioning the camera.

When the lights are ready and all the objects are in position, it is simply a matter of clicking on a button to render the image. It really is the equivalent of taking a 35mm picture, except that you don't have to queue for the results at Boots.

Many effects which would ordinarily be performed in some image processing package can be added before you take the shot – the equivalent of your fancy filters. These include a fog effect, a colour clipping tool and even an alpha-channel compositing feature, for combining the rendered image with an existing one (the equivalent of a multiple exposure).

ON THE MOVE

Of course, one picture is never enough. When you think about it, except for the rare static display genlocked over a newscaster's shoulder, most computer graphics are animated. Where would your News at Ten be with just a static intro sequence? Would people have stayed up to watch Newsnight during the Gulf War if it hadn't been for all those nice sequences of Tomahawk missiles skimming across the desert towards a final confrontation with a ventilation duct? No, pics have to move.

At this point the graphics engineer would be slightly anxious. The thought of moving the camera and/or the objects by minuscule amounts and then rendering each frame individually is a bit daunting. Thankfully the programmers have thought of that.

There are about as many ways to specify motion and animation paths as there are rendering packages, but *Lightwave* uses one of the best, called key framing. Instead of having to specify the exact position of every object and the camera in each frame manually, you can simply specify two frames (the key frames) and the number of frames to be inserted between them. From the positional data in both of the key frames, *Lightwave* will add the positions for everything in frames in between.


Using envelopes, the blob on this hill is morphed into different shapes in successive frames.

Of course, you can still do things the long way, and in many cases this is more effective, but it doesn't half take a long time. Key framing is only particularly useful when composing straight fly-throughs or pans, but you can always use it to rough out an animation.

It is also possible to animate with spline animation paths. These produce smoother, curved animation paths by treating the motion as a spline curve with tension and bias. These paths produce more realistic images, as they are closer to real-life phenomena such as inertia and gravity.

Apart from animation, splines are also used in envelopes. This is a way in which various attributes of the scene, the camera or the objects. This is a useful way of creating effects such as changing lighting, camera zooms or even metamorphing objects. Because the envelope effects are independent of any motion path keyframing you may have done, both effects can be combined in one render sequence, completely automatically.

Lightwave is, on the surface, a very simple tool to use and yet its depth is such that if you find yourself unable to create some particular object or effect, the chances are that you haven't read the extensive manual properly rather than it being impossible to do in *Lightwave*. A truly excellent, professional image generator.

Continued overleaf ☛

ON THE BOX

A great many TV graphics are being generated by computer these days, and not only in the places you would most likely expect to see them.

The graphics on ITV's *Chart Show* are obviously ray-traced images, but how many people realise that in the opening sequence of the BBC's *9 O'Clock News* around 80% of the set doesn't exist in the real universe?

Unfortunately the BBC didn't use the Video Toaster to create that graphic, but considering that they paid in excess of £3 million for it, perhaps they should have.

Of course the benefit of using *Lightwave* and the Toaster is that once the images are rendered they are already on-line in your video system ready for overlay at the touch of a button.

It is not surprising then that *Lightwave*-generated graphics are replacing those produced on more expensive systems in the USA. With a PAL transcoded Toaster to be officially launched at the beginning of October, it may not be too long before *Lightwave* (and the Amiga) are taking the credits in more British television. In fact, they may even be generating the credits.



VIDEO TOASTER

DIGITAL VIDEO EFFECTS

THE VIDEO TOASTER is the most exciting video device created, on any platform let alone on the Amiga. It is a video production system on a card, and so this naturally enough includes digital video effects, or DVEs.

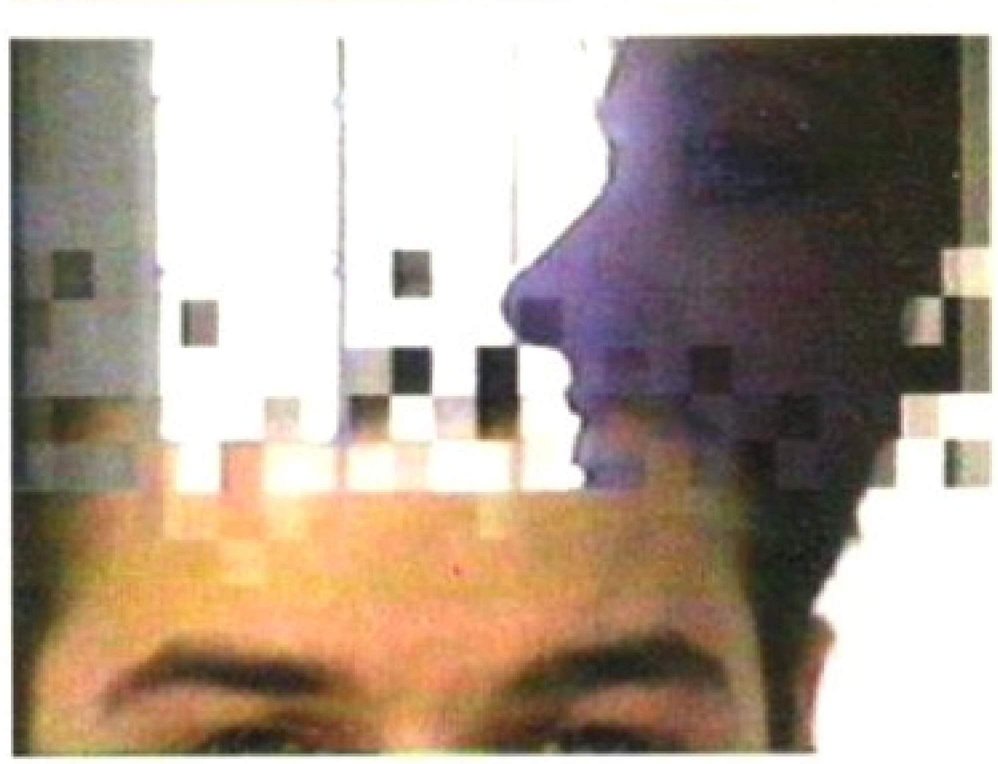
DVEs are transitions from one scene to another, which can be as simple as a cut or dissolve, to flying one frame out and another in a way previously impossible without £100,000 worth of vision mixer. What the Video Toaster does best is provide these effects as part of an integrated system with access to other useful video editing facilities all on-line at the same time.

As we've seen, the Toaster is divided into what it calls 'Slices', a pun on the toast theme, and the primary Slice is the Switcher.

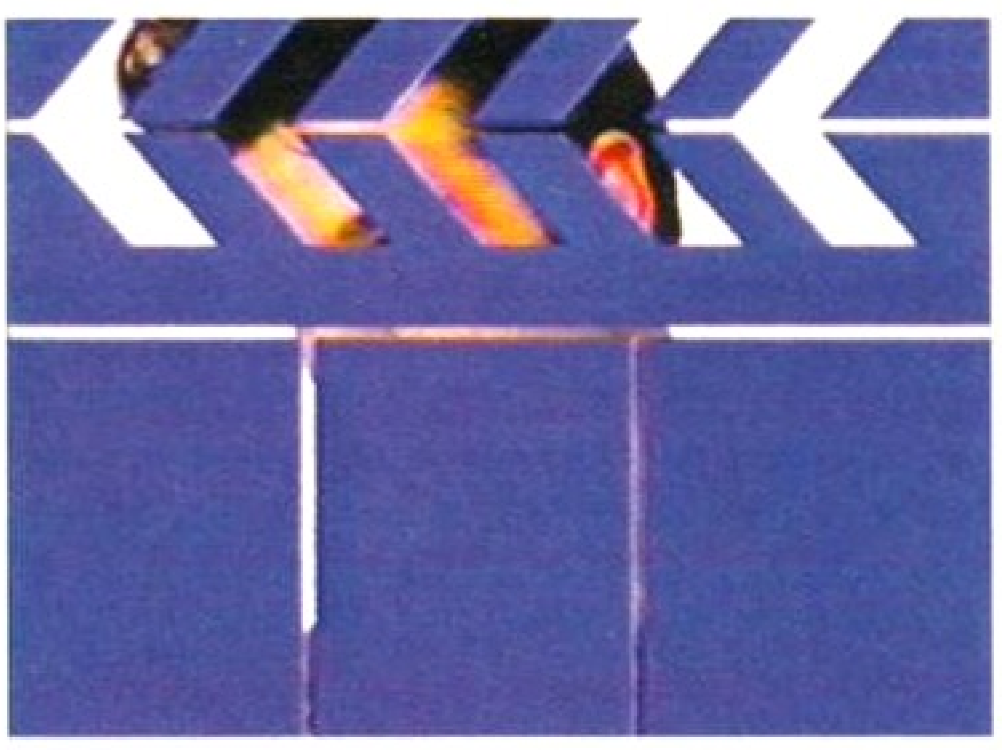
THE VT SWITCHER

The heart of the Video Toaster is the Switcher, what we in the UK call a vision mixer. The Switcher is the screen you control almost all the Video Toaster functions from, and it allows you access to *Lightwave 3D*, the *Caption Generator*, and *ToasterPaint*. Over the face of the Switcher are buttons, called 'Croutons', which operate the effects.

Like vision mixers the world over, the Switcher allows you to make transitions in a variety of styles,



A fairly simple pixellated dissolve is only a brief sample of what the Toaster can do.



The effects can be applied with mask and genlock effects to incorporate Amiga graphics.



Or you can use the frame buffer to store and process two video images at once.



Of course the Toaster can control the precise placement of the second image.



Instead of making edits seamless, you can make them more dramatic with the right effect.



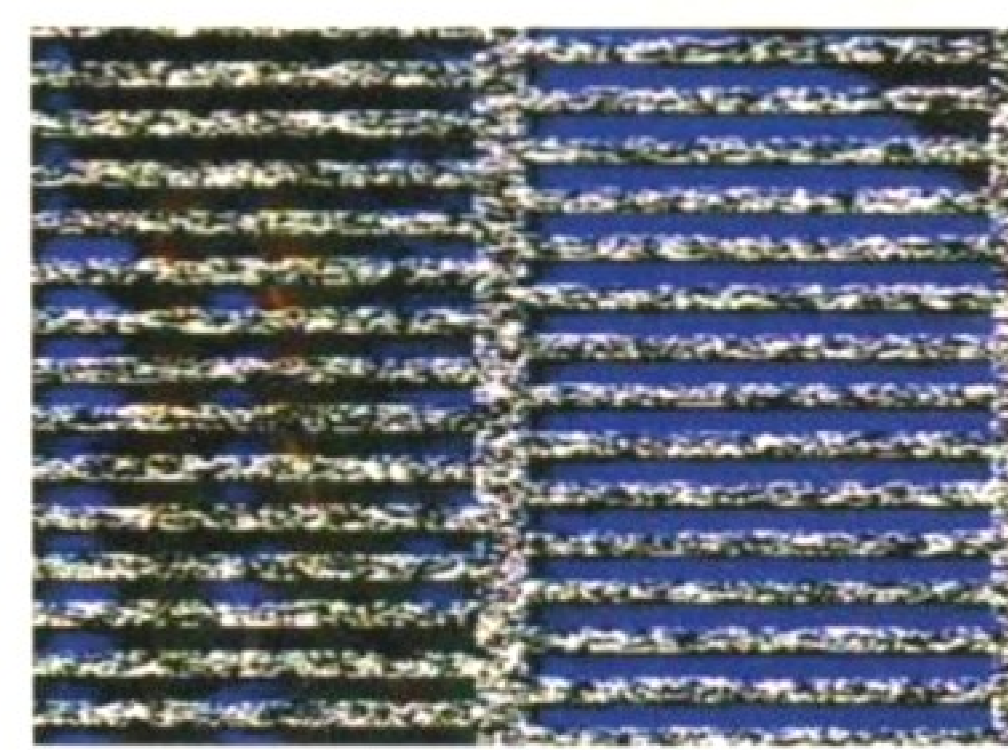
Venetian blind effects are a bit passé these days, but you might want to be years out of date...



Some quite spectacular effects can be produced with a little patience and judicious use of *Lightwave*.



The old scaling tile dissolve is a nice if slightly out of date effect.



ToasterPaint can provide useful backdrops for many of the wipes.

some of which aren't available on any vision mixer for any price. You can perform tricks such as luma keying, plus it has access to another Video Toaster 'slice' called ChromaFX which allows you to add cosmic coloration on to your images. The ChromaFX engine basically allows you to alter the colour in your picture globally, over the whole frame, or in pre-specified bands across the image. The effects are a bit like colour cycling only with full broadcast quality video images.

The DVEs are divided into six banks of buttons on to which a tiny image is drawn which gives you an idea of what the button does. Push the button with the mouse and this activates the T bar. The T bar is a fixture on most vision mixers, and it's the manual control of the transition. This Toaster version is an imitation of the real T bar on a video mixing desk, only this theoretical T bar is mouse operated.

Move the image of the T bar with the mouse and the transition you have selected jumps into action. Push the mouse up and down and the speed of the transition is altered under your complete control. This is, of course, is not the best way to operate a transition, and try as you might you can't ever match the creamy smoothness of a machine. Your hand will jiggle no matter how much you try to make it stop. Fortunately, you can also move the T bar more smoothly by using the auto feature. Set the speed of the transition and slap the space bar. The transition happens smoothly and automatically. Hit the space bar a second time and the effect reverses.

The Toaster has four inputs, and these can be selected from the main screen. You can cue up two source of video, and these can be two cameras, two VCRs, or one of each. Cue up one as the source and one as the destination, and then hit the transition. Voila! Instant TV. OK so it's not quite as simple as all that, because if you use two unsyncronised tape machines you get a wobbly result, but that's the basic gist.

TOASTER TRANSITIONS

The DVEs fall into certain readily defined categories. Flying frames are where a video frame zooms out of the screen in some way, either revealing another frame underneath or replacing the frame in a similarly aerial fashion. These are the classic DVEs and the one which most people who buy the Video Toaster in the US bought it for.

Next are the warp effects which distort the frame in some way, like squashing the frame up against the side of the screen to reveal another frame. Also 3D translations, where the frame is tumbled and twirled like a flat 3D plane. Allied to those effects are the ones in which a small square of the picture pops out of the frame and flies off, and this continues bit by bit until the whole picture has flown off the screen in various directions.

There are other effects which defy easy description. There are simpler ones like when the images of the new frame pile on to the screen from the left like a shuffled deck of cards. Another effect is the real time treatment which isn't actually a transition, but the Toaster uses the frame buffers to print images of previous frames behind the current image, so any movement is permanently stored on the current frame. This means trails are made by any moving object, and hands and arms in the frame which move leave behind cascading images of arms and hands as they go.

Not so obvious are the silhouettes and other digitised masking effects. These are digitised outlines of people and scenes which use the shape of the object for the transition. A figure walks across the screen pulling the new frame behind him for example, but there are more complicated and interesting effects in this line.

Pouring liquid, breaking glass, clouds shifting across the frame. These are totally organic effects and are the original effects which the Video Toaster brought to the world of video. The silhouettes include American football players, golfers, baseball players and new for the last revision of the software was NewTek's 'Everywhere Girl' Kiki Stockhammer in a variety of roles. For example one of the so-called 'KikiFX' has her walk on screen as if the shadow is cast on a bathroom window, she brushes her hair, then seems to notice us watching and pulls down a blind, on which of course is the next scene, with the blind forming the transition from one video source to the next.

The sports transitions have football players bumping into each other, pitchers pitching a small round image of the next frame, and golfers 'wiping' the screen with a swing of the club.

The Toaster System 2.0 also has some new 3D effects. The system doesn't allow you to create your own objects, but you can wrap video images around balls and cubes. Once wrapped on, these either spin off the screen or explode.

Throughout all this development, the Video Toaster software has been 'waking up' parts of the original hardware which were previously untapped. This evolution is complete with Version 3 of the software – a new version of the recent Toaster 4000 software which includes new versions of all the Toaster Slices including version 3 of *Lightwave 3D* and version 3 of the Switcher.

Continued overleaf

ROLLING YOUR OWN

It's also now possible to create your own Toaster DVEs using a software program called *ToasterVision*. The program consists of five modules which enable you to not only create new transitions for the Toaster, but also to manage and alter the ones you already have. The program also has the facility to compress framestore images by up to 80 per cent, which as your average framestore image is upwards of 900K (bigger than a floppy disk!) can only be a blessing.

***ToasterVision* is available from Byrd's Eye Software, 9001 Northgate Blvd. #135, Austin, TX 78758 USA. Phone: 010 1 512 835-4811. The program is priced at $224.95.**



By creating your own masks you can customise the effects to your own needs.



Of course you can completely design your own fades by creating animated masks.



The old 'torn page' effect works particularly well when going from video to pure text.



You can use a programmable luminance keying effect for that extra unusual touch.



Alpha channels are very nice things, even though these circles are very good!



No, Alpha channels really are good, particularly if you *can* draw a decent rectangle to distort it.





The news wouldn't really be worth watching if there were no spinning title logos.



It is possible to overlay rendered images on to graphic backdrops generated in *ToasterPaint*. In this example, the text actually scrolls up the screen.

TOASTER CG

PERHAPS ONE OF the usually more mundane tasks that professional videomakers use their expensive equipment for is generating captions. Virtually every factual piece of footage has a caption in it somewhere, and even pure entertainment programs need a character generator for the odd title or credits sequence. The Toaster has a special 'slice' for this, called *ToasterCG*.

IN CHARACTER

Captions are all about text, so the Toaster has to be able to generate characters from stored fonts. It also needs to be able to generate them at any size required. 'Aha – sounds like a job for Mr Compugraphic,' I hear you say.

Indeed, the Toaster does support Amiga CG style fonts (which is not why the program is called *ToasterCG*, by the way – it stands for Character Generator), but it is more happy with standard Postscript fonts. Fonts must be individually loaded into the character generator one at a time, and in the specific sizes you wish to use them at. The reason for this is that all the fonts must be stored in RAM for use with *ToasterCG*. This may seem a bit of a pain, but it is sensible as it allows the software to manipulate the fonts at a reasonable speed.

The fonts are thus displayed in the requestor with their relevant sizes when you select them. You can then enter the characters on to the screen, but they only appear in a preview mode while they are placed in the correct position on the screen.

RENDERED SAFE

To actually lay down the text you need to select the Render option. The difference between the preview mode and the final rendered image is that while rendering *ToasterCG* will anti-alias the fonts directly on to the current screen so that you can see how they will look when displayed. Anti-aliasing is a technique used to ensure that the individual pixels of the font will not be too noticeable when displayed. This is a useful feature, which is important for italic fonts or characters which have diagonals in them as it reduces the 'staircasing' effect around the outline of the font.

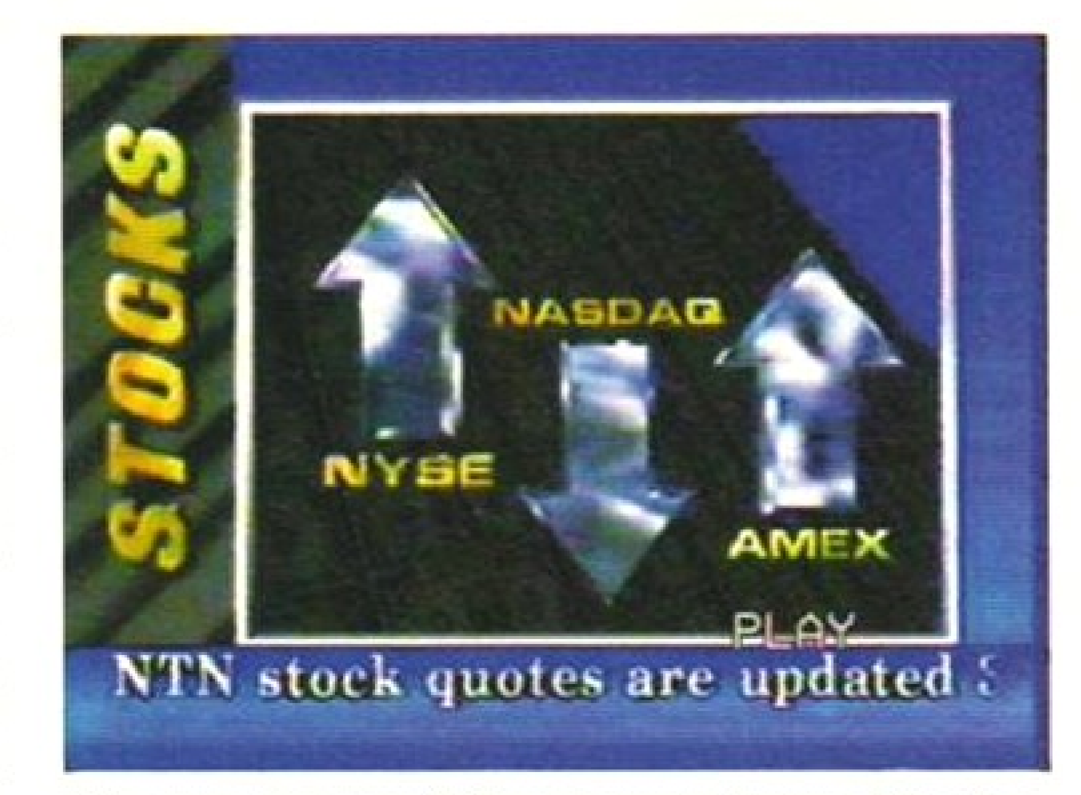
Rendering also takes into account any text effects you may have specified. Not only can you add shadow effects to your characters (at varying angles) but you can also add transparency effects.

This gives the impression, when keyed over live video, of the text colourising the image below. The transparency characteristics for the text and the shadow can be entered separately so you can have solid text with a semi-transparent shadow, an effect which looks particularly impressive.

TOASTER FONTS

In addition to the fonts which are supplied with the Toaster (and that is quite a few), there are now several font libraries operating in America which offer complete families of popular fonts in a Toaster useable format. In fact there are probably more fonts available for the Toaster than there are for a standard Amiga.

One company, B&P Graphics, is offering an incredible 1,000 Adobe Type 1 typefaces on CD-ROM for a mere $499!



This screen is a compilation of several layers of Toaster-generated graphics.



Generated graphics can be overlayed over animated backdrops too, either live video or *Lightwave* anims.

PAGE AFTER PAGE

Captions and screens for keying are created in 'pages' on the Toaster. If you like, these pages can be sequenced to form a book. The page way of working is the most sensible, even though successive pages may use the same backdrop with different words or vice versa.

There are four different types of page. The simplest is the Keyed page, which is text on a transparent background for overlaying. This is probably the most useful and most used option, as the caption will be referring to some live video.

The second page type allows the graphic to be overlaid on to a backdrop, which may be either a solid colour, a graduated backdrop or any IFF image at all, really.

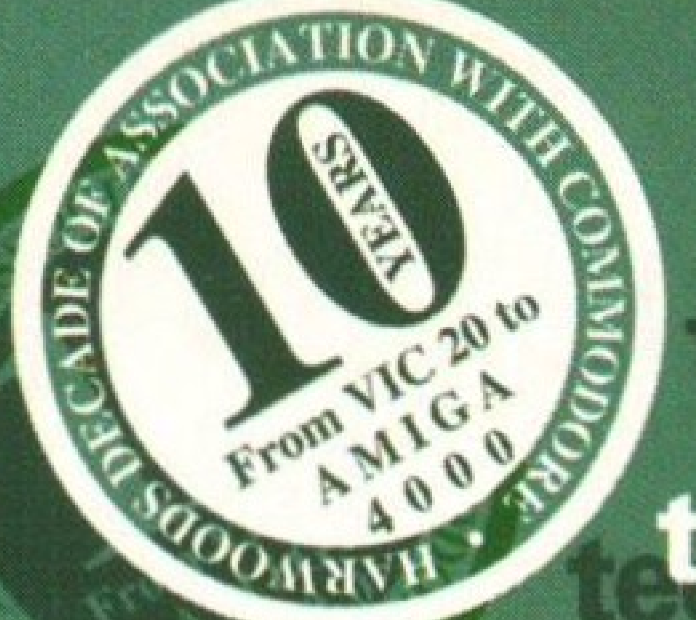
The last two page types deal with scrolling text – one for horizontal scrolls and one for verticals. There is no reason why you can't interleave these last two types, hum that catchy Tony Hatch ditty and take a trip back to when the airwaves were polluted by *Crossroads*.

ADDING SOME SPICE

Of course, once the 'pages' have been created, you'll want to overlay them on to something. For this it's back to the Switcher, where the caption pages can be manipulated in the same way as any other computer generated graphic. That means that with full image keying you can have your captions appear using any of the wipes or DVEs explained earlier.

It is now de rigeur to have page-peeling captions on American TV, and the Toaster can do that easily. By using the frame buffer you can even mix between two generated caption pages.

Continued overleaf



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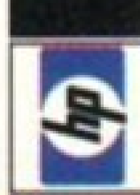
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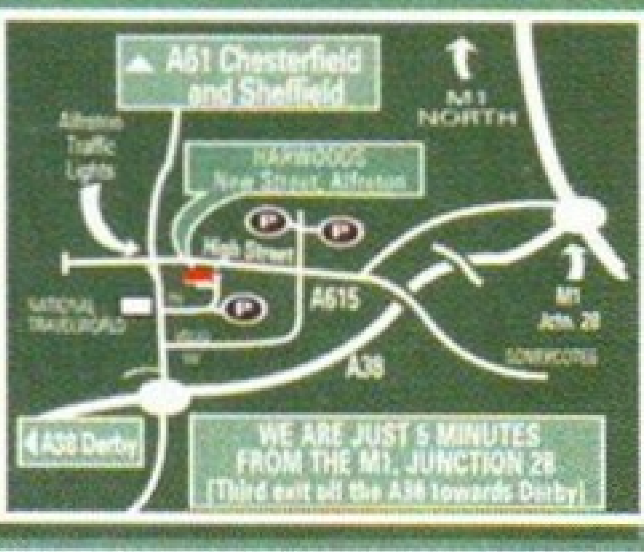
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FROM THE DIRECTOR'S CHAIR

RON THORNTON WORKS for a company we have featured before in *Amiga Format*, Foundation Imaging. He is part of the team responsible for the stunning effects used in the American sci-fi series *Babylon 5*, and all that work is created on the Toaster. We asked Ron for his professional view of the Toaster and, more importantly, his opinion of the brand new Toaster add-on, the Screamer. This is what he had to say…

TOASTERS, SCREAMERS AND SPACESHIPS

It sounds rather too good to be true, *Star Wars* effects at *Dr Who* prices, but you'd better believe it. The Video Toaster from NewTek is beginning to have an impact on the Hollywood effects industry. It is over a year now since the two-hour pilot of *Babylon 5* was in production. At the time *B5* was unique in being the only television show to have all its visual effects created on personal computers. Now they're all at it. Even Stephen Spielberg has set up a Video Toaster facility after laying down $15 million on the spectacular computer graphic images for *Jurassic*… er, what's it called?!



Realistic motion blur makes *Lightwave* behave more like a movie production facility than just a rendering package.



Come on Gerry, Ron's number is 805 257 0292 and he is just waiting for your call.

Spielberg's TV show, *Seaquest DSV*, is due in the UK by the end of this year and boasts an enormous number of Toaster-generated effects, and under the guidance of Jim Lima (the FX designer) should be amazing.

Babylon 5 has been picked up for a season of 22 episodes, and promises to break some new ground in the genre of TV sci-fi (I should know, I've read the scripts).

The Amiga has been around for a long time, so why hasn't Hollywood picked up on it 'til now? The answer is software. I have owned an Amiga since 1988 and dabbled a little with 3D. The main problem was that the software was designed for tinkerers and hobbyists. One developer punctuated a tech support call I had made with "Hey, what do you expect for £199?".

The *Lightwave* model for the main image of the *Babylon 5* space station occupied over 30Mb of disk space, which isn't that surprising considering there are over 200,000 polygons in it. The image on the right is a bit smaller, but still you can understand why Ron uses 20 Toasters to produce his visuals.

Needless to say the package in question went into the bin with all the rest.

To prevent further aggravation I made a rule for myself. If I can make and render something in 30 minutes without looking at the manual I'll buy it. The next package I bought was the Toaster. At last, not a toy but a tool!

Lightwave (the Toaster's 3D rendering package) is an amazing piece of software, mainly because the programmers, Allen Hastings and Stuart Ferguson, are frustrated film makers. They wrote the package to make their own movies. The user interface vocabulary is film related, not geek speak.

Toaster 4000 contains the latest evolution of *Lightwave*, sporting features such as Lens Flare and Bones (an animatable displacement of geometry that usually costs around $60,000 to do).

The major drawback with the Motorola 68040 machines is speed. The fashion CGI facilities are always quick to point out that even though the quality is good, the speed is not. They are right of course, so we buy 20 68040s. The problem is partially fixed by using a network of multiple cheap CPUs. Now you get into Novell Netware, IBM clone servers and rendering scripts. This is no longer a one-man tool.

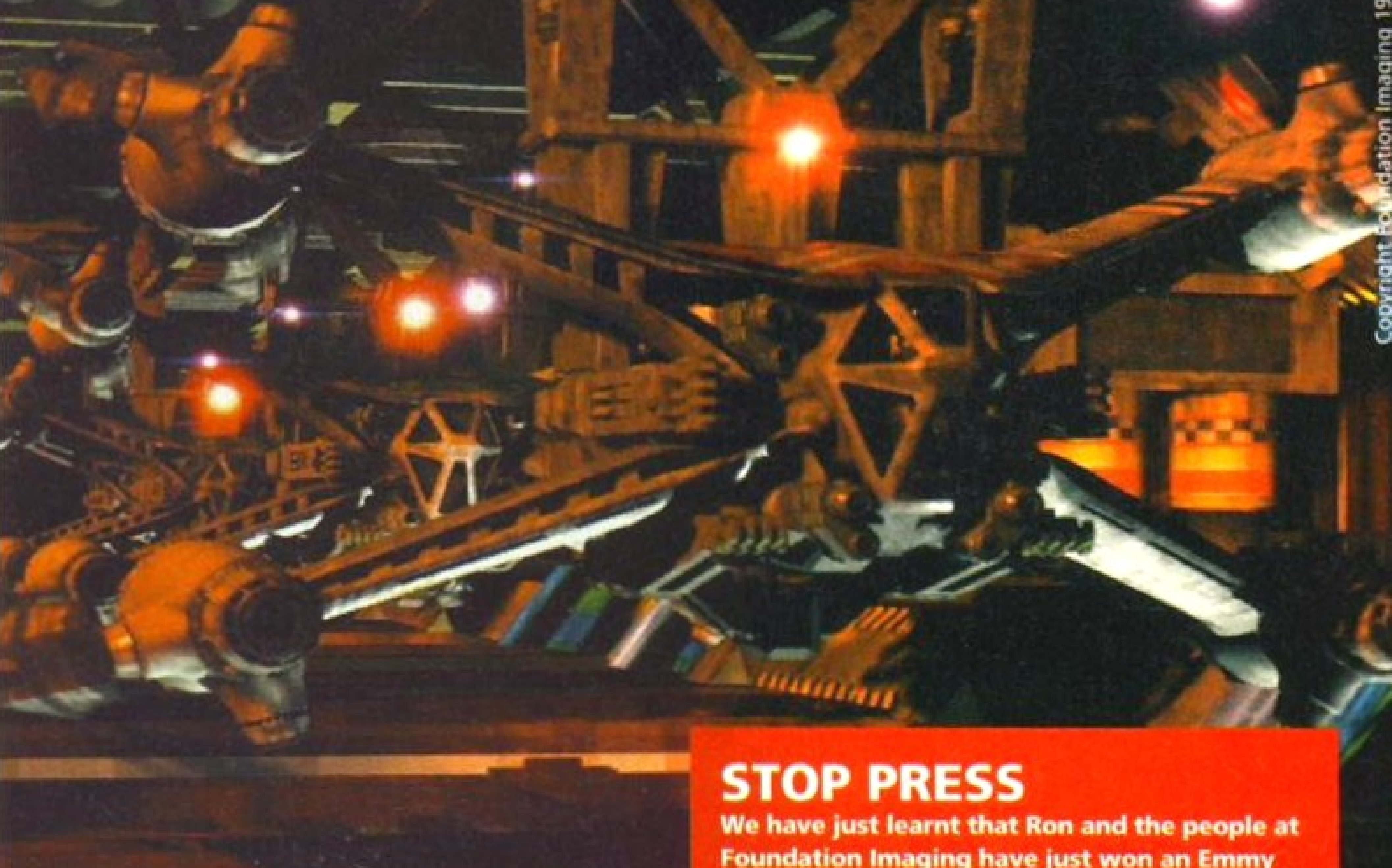
NewTek has its HQ in Topeka, Kansas, a city half the size of Tunbridge Wells, where the spiciest food is ketchup. This must explain the state of mind of the company whose research and development department has voluntarily adopted the name Alcatraz. So when they call you and say: "Would you like a machine twice as fast as a Cray One, that runs *Lightwave*, for only $10,000?" I just mop up the drool and say "Gimme!".

Suddenly you have rendering power that makes Silicon Graphics Indy look like a VIC20. With 600 MIPS (million instructions per second), the Screamer will render about 40 times faster than a stock Amiga 4000/040. It's a network in a box – four MIPS RISC4400 motherboards controlled by a Video Toaster4000. No wonder the fashion computer manufacturers are in a tizzy. The announcement of the Screamer at '93 Sigraph caused the guy sitting next to me to say "600 MIPS? That's a typo, man".

The fact that the Toaster and Screamer are both NTSC native machines need not matter. ASDG's *Art Department Professional* now has a PAL Abekas saver which means you can stick it to the fashion boys anywhere with your desktop Cray.

So how about it Gerry, want to do *Thunderbirds* again with computer graphics? FAB!

Continued overleaf ☛



The excellent lighting effects in this shot are a testament to *Lightwave*'s superb ability to reproduce realistic images.

STOP PRESS

We have just learnt that Ron and the people at Foundation Imaging have just won an Emmy award for their computer graphic effects in *Babylon 5*. Well done guys!

THE FINAL CUT

WHERE'S THE ROASTER?

The Toaster is currently a leader in a field of one. No other product offers the same facilities for a comparable price, but this may soon change. The Australian development team who bought us the *AF* Gold-rated OpalVision system have been working feverishly to build a set of add-on modules for this 16 million colour card. Apparently, they will offer facilities comparable, if not superior to the Toaster, with a wide range of live video effects and genlock facilities. What's more, it's designed to work in PAL mode, so you won't need extra hardware to get it to work in the UK.

It sounds excellent, but it's not here yet. Some of the effects included in the modules were demonstrated at the World of Commodore show in Australia, but nobody has yet seen the finished version of the modules, and distributors Centaur Developments have repeatedly moved the release date back. Once the modules are finished, rest assured *Amiga Format* will do a full review, including a comparison with the Toaster.

It's not cheap, but it may be the only way we ever see Toaster generated graphics on European TV.

THE TOASTER MAY be a stunning bit of equipment, but you can't just plug it in and use it in your Amiga unless you are reading this in the US or Japan. When the engineers at Newtek planned the Toaster, they decided to base it around the NTSC (National Television Standards Committee) standard, as used in the United States and Japan. So, when they designed the complex chips that make up the toaster, they designed them to work with this type of TV signal. This means that the Toaster can only accept an NTSC input, and also outputs an NTSC signal. Unfortunately, the standard used in the UK and Europe is completely different.

Video equipment in the UK uses the PAL (Phased Alternate Line) standard, which isn't compatible with the NTSC one. So if you want to use a Toaster in the UK, you need to convert all of your video signals from PAL to NTSC before you feed them into the Toaster. Once the Toaster has had its evil way with the signal, you need to convert its output back to a PAL signal for you to feed into your monitor or video recorder. What is needed is a device called a standards converter,



This is a still from the Video Toaster demonstration tape, which was converted from a NTSC original by the Prime Image standards converter.

which can take a PAL signal and convert it into a NTSC one (or vice versa). To use the full facilities of the Toaster, at least two of these (one for the input, and one for the output), or possibly three (one for each of the two inputs) will be needed.

THE PRIME FACTOR

American video equipment manufacturers Prime Image have recently released a new standards converter, which promises to bring toasting to the UK at a reasonable price. It's a full length card which fits into any of the PC slots in a big-box Amiga (the A2000, 3000 or 4000). Previous standards converters have cost several thousand dollars, and have involved a great loss of quality because of the conversion. The Prime Image model uses a new technique to convert the signals (called Comb Through). Most converters work by taking an average of the video signal, and creating the new signal from this.

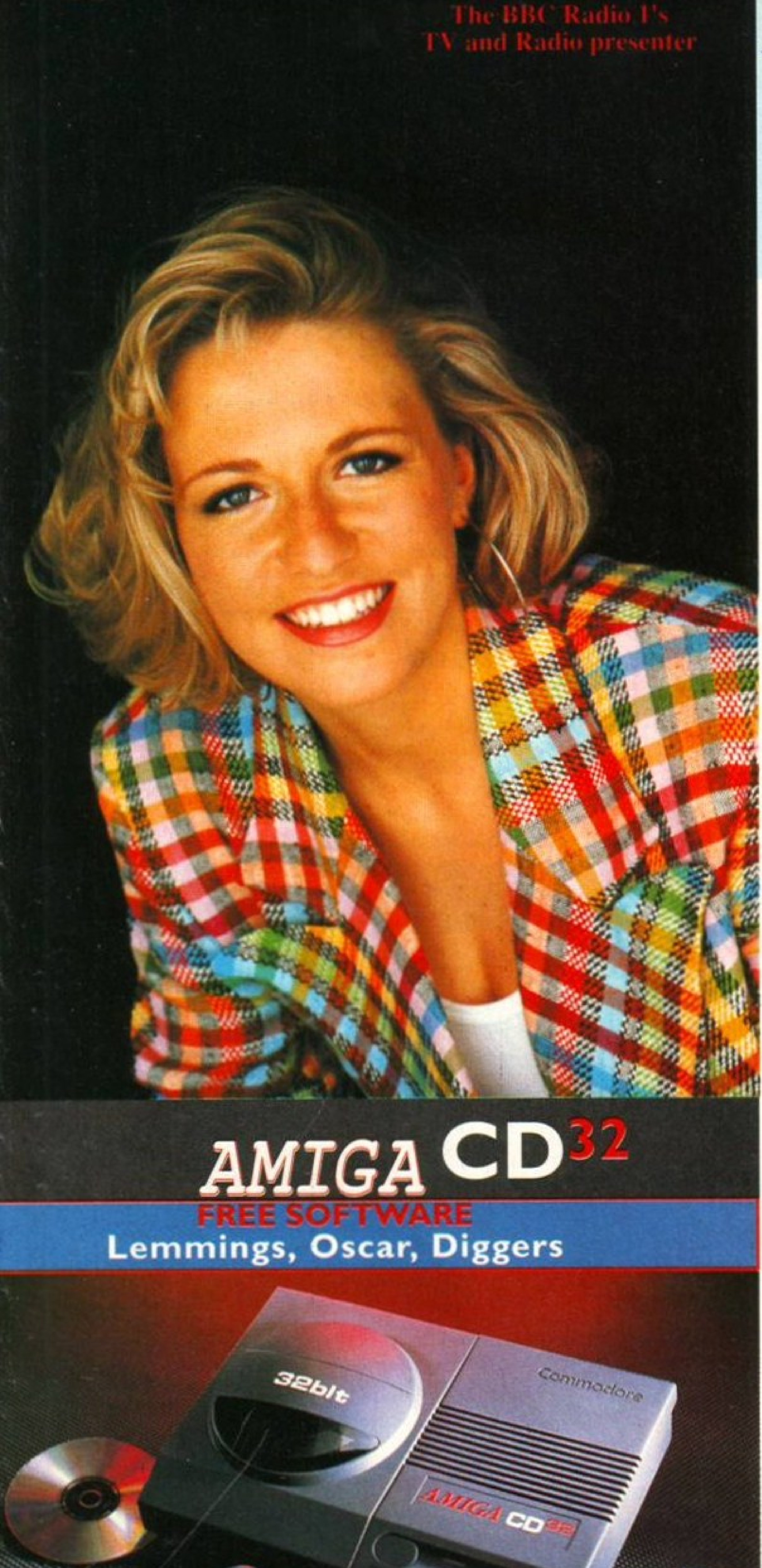
This process leads to the 'fuzzy' appearance you see with videos converted to PAL from NTSC, especially on one of the many domestic video recorders which can play back NTSC tapes. The Prime Image converter gives much better quality than these, because all of the image conversion is done using digital circuitry. The incoming image is converted to an 8-bit digital signal, and this is then processed and converted by the card.

This card also acts as a time base corrector. If you want to feed two signals into a toaster, they need to be time base corrected. This means the various timing signals included with the signal (which include things like when to jump back to the top of the screen) need to be synchronised.

THE PRICE OF TOAST

Creating a PAL Toaster set-up isn't going to be cheap, but compared to the cost of conventional video equipment it makes financial sense. You're not going to get the same quality as equipment designed especially for use in PAL, but from what we've seen of the quality of the converted image, it's good enough for use in a home or semi-pro set-up. Rest assured that *Amiga Format* will bring you a full review as soon as we can.

The Std Com/PCB standards converter is made by Prime Image (0101 408 867 6519) and distributed in the UK by Vortex (081 579 2743).



ONLY £289.99 with 3 great titles

The exterior may be sleek but lurking inside the Amiga CD32 is a technological wonder. At it's heart is the mightily powerful 68EC020 processor from Motorola. This contains the 32 - bit technology which has made the Amiga 1200 a runaway success throughout Europe.
Alongside it is Commodore's unique custom AGA (Advanced Graphics Architecture) chipset - comprising three chips nicknamed Paula, Lisa and Alice.
Together they make Amiga CD32 and awesome powerhouse of high speed graphics and stunning sound capabilities.
In fact, the machine can display 256,000 colours on screen (compared to Sega's Mega CD which can only display 64) and has a total colour palette of 16.8 million colours. Amiga CD32 also comes with a chunky 2 Meg of RAM (that's15 times more than Mega CD) and a double speed drive.

SPECIFICATIONS:

* 14 MHZ 68EC020 processor
* 2 Megs 32 - bit chip RAM
* 2 Joystick ports/controller ports
* S- video jack
* Composite video jack
* RF output Jack
* Stereo audio jacks
* Keyboard connector/ auxiliary connector
* Full expansion bus
* Headphone jack
* Headphone volume control
* External brick power supply
* Internal MPEG FMV expansion capability
* Multiple session disc capability

INDI DIRECT MAIL
Proudly Presents THE JAKKI BRAMBLES COLUMN

Hi, It's been quite a month in the Commodore marketplace, no sooner had we all been told that Commodore had lost their shirt than we have been inundated with masses of good news.
First we have the launch of **two brand new Commodore Amiga 1200 packs** one aimed straight for games market the other firmly at the more mature purchaser. **The Chartbuster Pack** is great value bundled with Nigel Mansell's World Championship race simulator, Trolls AGA and the all time favourite Amiga Challenge Pack. **Desktop Dynamite** reinforces the all round strength of the A1200 with a very powerful package based around Wordworth AGA, Print Manager, Deluxe Paint IV AGA, Oscar AGA and Dennis The Menace AGA.
It's good to see Commodore create such a clear distinction between the Amiga 1200 market and the games console market. soon to be dominated by the Amiga CD32.
As I write this article the first of the CD32's are about to land in the UKwith a promised street date launch of the **first week in September.** The major news around this product is just how many of the softwaRe publishing houses are enthusiastically writing for it and of course that Commodore have decided to bundle 2 great software titles at launch.
Not to be outdone **INDI have added a third** so look foreward to receiving Oscar, Diggers and Lemmings when you take delivery of your New Amiga CD32.
The other item of news from Commodore does appear to be causing somE confusion. It is true that Commodore have appointed the giant **ICL** company to look after the warranty on their products but this only applies to Amiga CD32 and the Desktop Dynamite Pack. All other products and packs previously purchased or yet to be purchased will be covered by Wang.
Finally it was very sad to hear this week of the demise of Diamond Computer a well known advertiser in the Amiga Market. There is no doubt that the recession continues to cause the closure of many companies often without warning. Once again please be careful with your hard earned money and make certain that you follow the code printed in most magazines before you make that special purchase.
See you next month.

Jakki Brambles

INDI MULTI MEDIA CLUB

A true 'One Stop Shop' for all members. On offer each month with an ever increasing product range , members can obtain software to cover every application including **Morphing, Rendering, Raytracing, Video** and a PD Library second to none. The Club also offers a very comprehensive range of videos including the **Cult Manga Titles, Music, Features and Special Interest**. There really is something to suit every ones taste. Membership costs only £10 and each member receives a quality gift on joining, even though there is absolutely no commitment to buy at any time. If you would like to be a part of this exciting club then call **Indi on 0543 419 999**



INDI IS A MEMBER OF THE DMA

As with most industries, the UK's personal computer industry has its share of cowboys operating in the mail order sector and at the receiving end a line up of despairing consumers who have suffered at their hands.
A personal computer is a sophisticated and expensive item and provided the purchaser is dealing with a reputable and accredited supplier, buying a computer by mail order can be a perfectly safe and cost effective exercise. The Direct Marketing Association (DMA) was set up in April 92 to set and maintain high standards for the sake of the industry and society at large, and to ensure that we can continue to regulate our own activities on the basis of proper professional responsibility.
Membership of the DMA is not conferred lightly - it is a privilege which entails responsibilities, to the consumer as well as to the industry. The foundation for this must be good practice. DMA members are required to abide by the highest standards as laid down in the DMA's code, enforced on members by The Authority of the DMA a separate body with an independent Chairman, and which is an assurance of vigorous self - regulation and professional responsibility.
DMA members also agree, as a condition of membership, to abide by The British Code of Advertising Practice and The British Code of Sales Promotion Practice: to apply the Mailing Preference Service file when appropriate: and to subscribe to the Advertising Standards Board of Finance (ASBOF) and to the Mailing Standards Levy as applicable.
The DMA symbol can only be used by members. Printed on stationary, advertising and other promotional material it demonstrates that these companies conform to the Association's high standards and are subject to the DMA's Code of Practice, thus enhancing the companies credibility with customers, suppliers and of greatest importance, the
consumer.
Since the symbol was introduced last June, it has become synonymous with quality , professionalism and and responsibility. While it cannot be shown in any way which will become a sign of best industry practice and of strict adherence to DMA codes of conduct. The symbol represents authority for members and reassurance for consumers. It has been a high valued mark of confidence signifying to the consumer the truly professional edge of the industry.

DIRECT MARKETING ASSOCIATION

Alison Slan
(Director of Public Relations,DMA)

INDI DIRECT MAIL

DIRECT MARKETING ASSOCIATION

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SALES AND SUPPORT

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500	£54.99	£659.88	£31.06	£745.44	£23.27	£837.72
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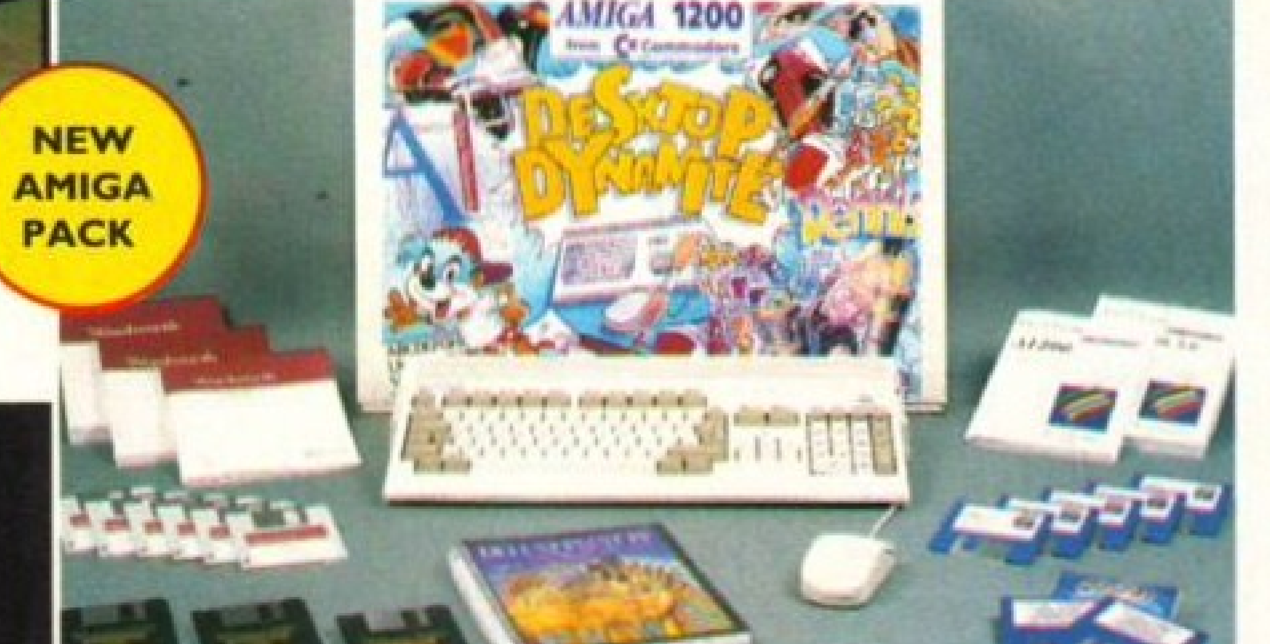
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80 Mb and 120 Mb Hard Disk upgrades available on any A1200. Upgrade does not invalidate your Wang or ICL warranty on A1200 and Hard Disks. Phone for a quote.

AMIGA A4000

FREE INDI GRAPHICS PACK

It's here - The new Amiga 4000/030

The NEW Amiga 4000/030 features a EC68030 processor running at an incredible 25Mhz, and upgradable at a later date to a faster processor. The 4000/030 has a powerful 2 Mb of 32 - bit RAM expandable to 18 Mb using industry standard 32 - bit Simms module. In line with the Amiga "agship 4000/040 the 4000/030 features the new AGA graphics chipset, giving you a massive pallet of 16.8 million colours. A range of hard drive options are available from 80 - 240 Mb and includes a SCSI option.

4000/030 80 Mb HD INDI PRICE £899.99

Other Drive Options

4000/030 120 Mb HD INDI PRICE £959.99

4000/030 240 Mb HD (exclusive to INDI)
Phone for price.

4000/030 120 Mb SCSI HD (exclusive to INDI)
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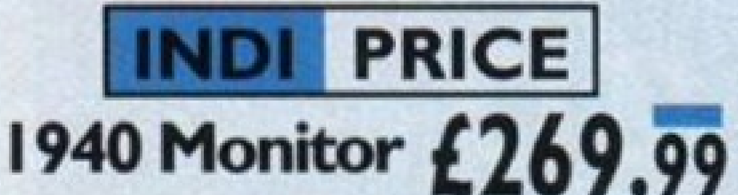
A full range of approved upgrades are available for the 4000/030, including additional memory modules, hard drives, PC bridge boards, FPU's (68881 &68882)and the 24 - bit Opal Vision graphics and video system

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THE WILD THE WEIRD AND THE WICKED A600 is an ideal starter pack containing a considered mix of software, making the most of the Amigas capabilities.

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AMIGA PERIPHERALS & ACCESSORIES

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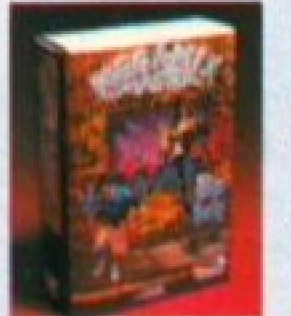
M1230 XA W/40 MHZ EC 030 OMB **INDI PRICE £239.99**
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MBX1200.

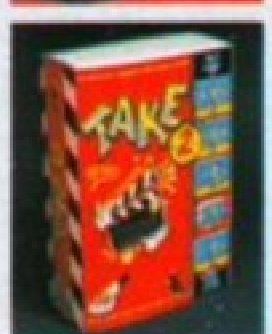
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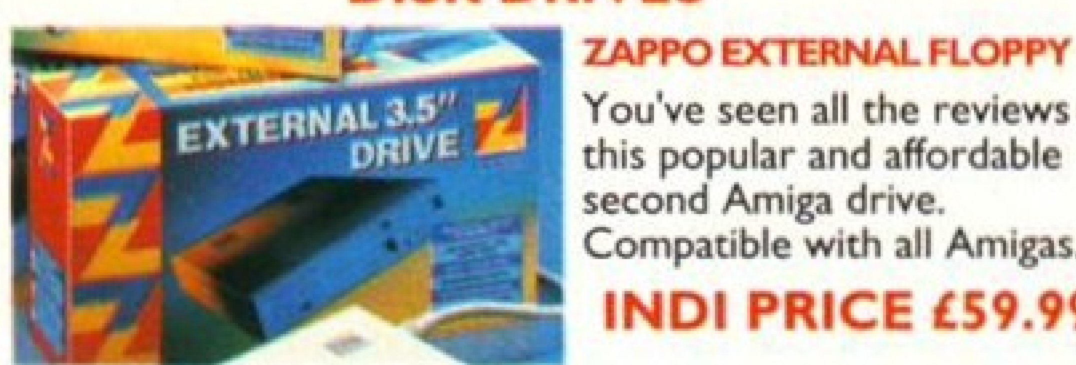


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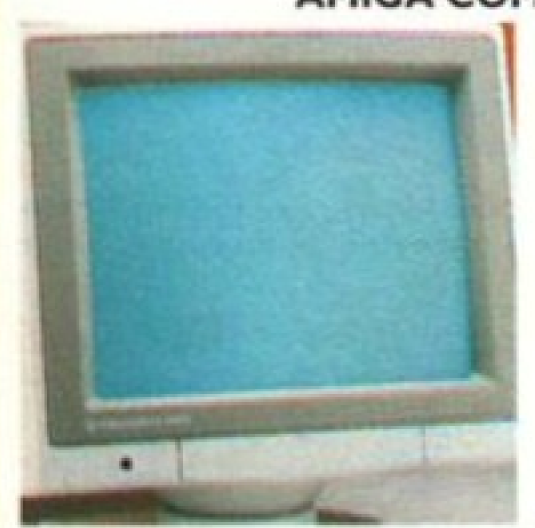


DISK DRIVES



ZAPPO EXTERNAL FLOPPY
You've seen all the reviews on this popular and affordable second Amiga drive. Compatible with all Amigas.
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Quality: 9 out of10. Exceptional value for money. AMIGA COMPUTING JAN 93



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Now includes swivel and tilt stand for total ease of use.



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You've seen Micheal Jackson's video, you've seen the television adverts using the latest techniques in morphing, now now you can create the same results but at a fraction of the cost. Morph Plus is the latest and the ultimate in this technology. Whether you are a professional artist or just want to experiment at home Morph Plus is a must.
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DELUXE PAINT IV AGA

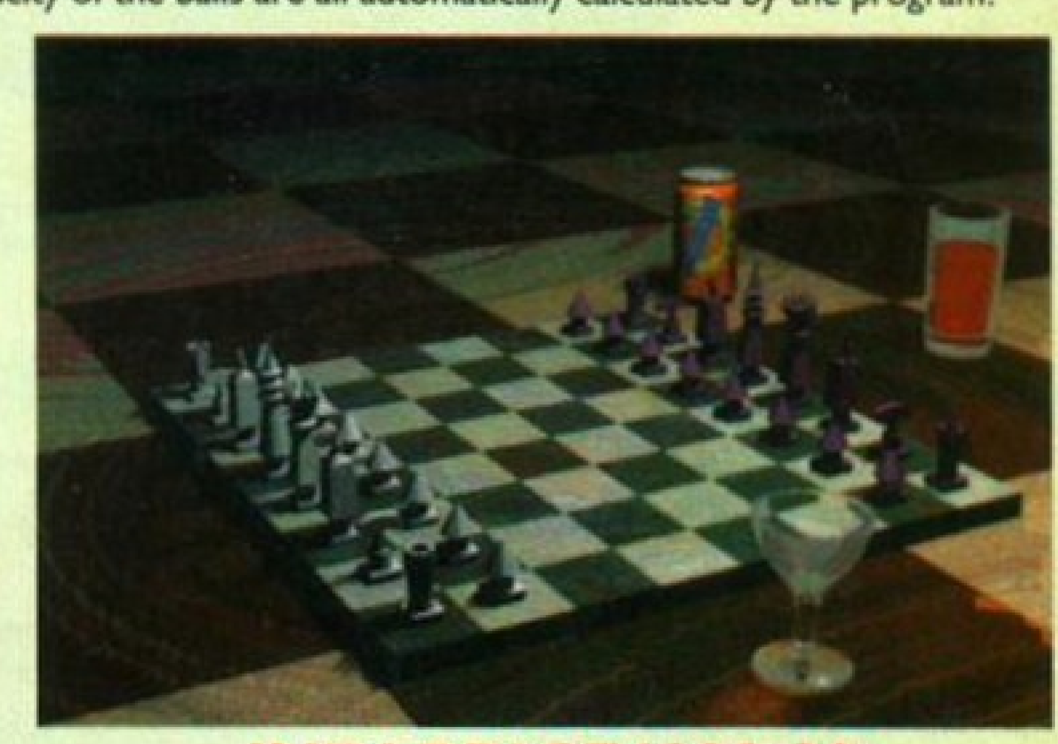
Combines powerful tools with an intuitive interface so both professionals and beginners alike can get superb results quickly. New enhancements to the software include the ability to paint and animate in 4696 colours in the Amiga's HAM (Hold and Modify)mode. New animation features also include metamorphosis allowing you to change one image into another. You determine the number of frames and DPaint IV does the rest.
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The ultimate in image processing providing many key benefits to Amiga users working with pictures.With ADPro you can read, write and convert between most common image file formats with unmatched flexibility. Full support for JPEG image makes it possible to maintain an image library in full 24 - bit colour without needing massive hard drive storage. Typically a 600 Kb image can be compressed down to 40 Kb!!
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Is a full featured 3D animation, modelling amd rendering program. With Real 3D V2 you can produce high quality images and animations of three dimensional models with an astonding level of realism. Imagine creating an animation that shows a handfull of balls bounce down a flight of stairs to the bottom. Gravity, colliision, deflection and the elasticity of the balls are all automatically calculated by the program!



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With Video Director, anyone with an Amiga, a camcorder and a VCR can quickly and easily catalogue and edit the best moments from their video tapes. Video Director is extremely easy to use, you can actually control your camcorder and VCR from your Amiga screen . Video Director comes with everything you need to get started. The hardware to control your camcorder* and VCR is included
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*Camcorder must have a LANC or Control L compatible port

Professional software is imported and sometimes subject to delay. Confirm delivery at time of order.

OPAL VISION



NEW FOR OCTOBER RELEASE!

The already acclaimed Opalvision Board takes three further leaps into the future with the official launch of the Opalvision modules. With truly awesome capabilities the Amiga can now become the most professional 24 - bit video graphics power station ever!

The NEW OPAL VISION system(Rev.2)

The amazing Opalvision 24 - bit graphics board and software suite has been updated and is now even better value for money.

The software suite now includes:

Opal Paint V2.0 - Now includes full magic wand implementation and Alpha Channel that allows photo compositing with selectable levels on a pixel by pixel basis.The new Chrominance effect allows absolute, real time control of image contrast, brilliance and re - mapping of colours.

Opal AnimMATE V2.0 - ofering real time play back of animations created by ray tracers, landscape generators, morphers and all other 24 - Bit software.

Opal Hotkey V2.0 - Display OpalVision graphics anytime with key combinations.

Opal Presents - Comprehensive, icon - driven presentation package

Imagine V2.0 Imagine 3D is the most popular 3D rendering software, that now supports OpalVision.This is a full version that would cost £300 if purchased separately.

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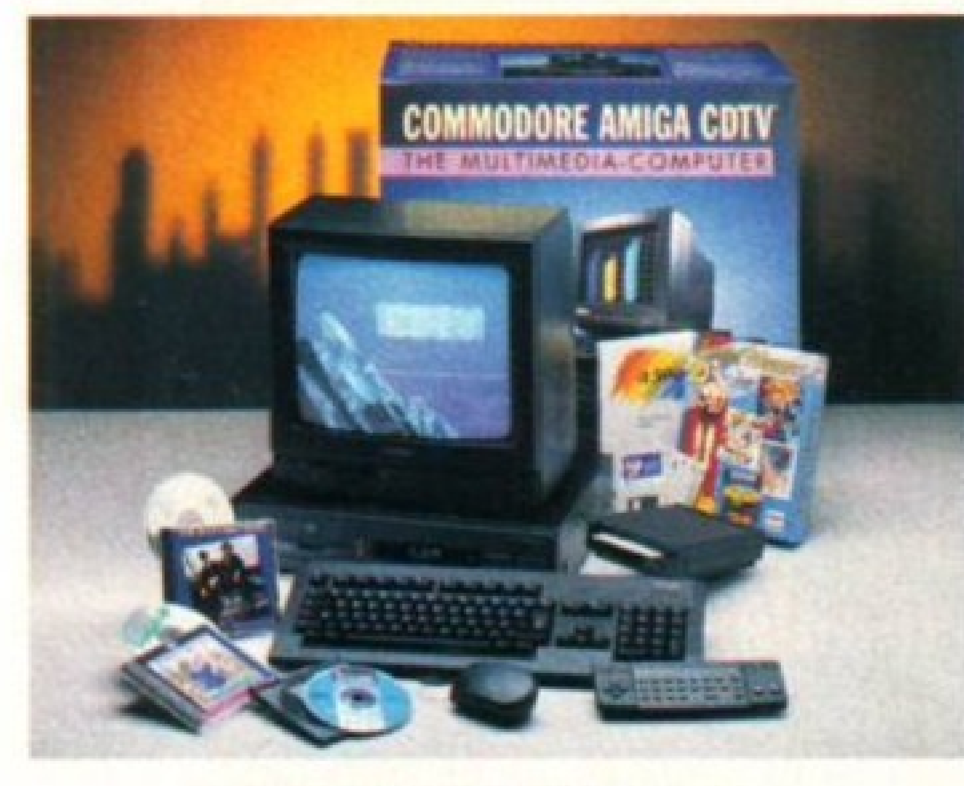
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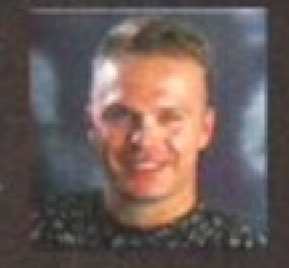
DIGGERS

And it's free, too! Check out the game that comes with CD32 on page 62

In this issue...

INTRODUCING OUR PANEL OF EXPERT GAME REVIEWERS...

MARCUS DYSON



"Take two bottles into the shower? Not me! I take a crate of Czech Bud and refuse to come out until Easter," claims The Boss. Sadly, we know this to be the truth, and it explains why he's hoping Commodore invent a waterproof portable.

ROB MEAD



A big *AF* welcome to new full-time games supremo Rob, who used to be with our sister mag *ST Format* but is pretty chuffed to be moving to a real games-playing machine. Would he swap his new improved Amiga 1200 for two old Ataris? "Get stuffed!"

ANDY NUTTALL



Nutts has moved on to bigger things, but stays with us for the odd game review. When we offered him a fizzy drink, he said "Hey! I want that! Now!" Sadly, when he said it he was looking at Rich's Claudia Schiffer pics, not a curvaceous Coke bottle.

RICHARD JONES



Now he's the proud dad of a baby girl, Rich has been taking a profound interest in throwaway nappy ads. "It's absorbing," he tells us. Then he makes a telling comparison between Pampers and John Major: both are disposable and full of...

RICHARD BAGULEY



Bilbo is keen to know why that huge sausage thrust its way on to the screen in the Levi's 'Bad about the boy' ad. "Are they trying to tell us something?" he asks. "Maybe they should combine it with the Flake ads and keep everyone happy..."

STEPHEN BRADLEY

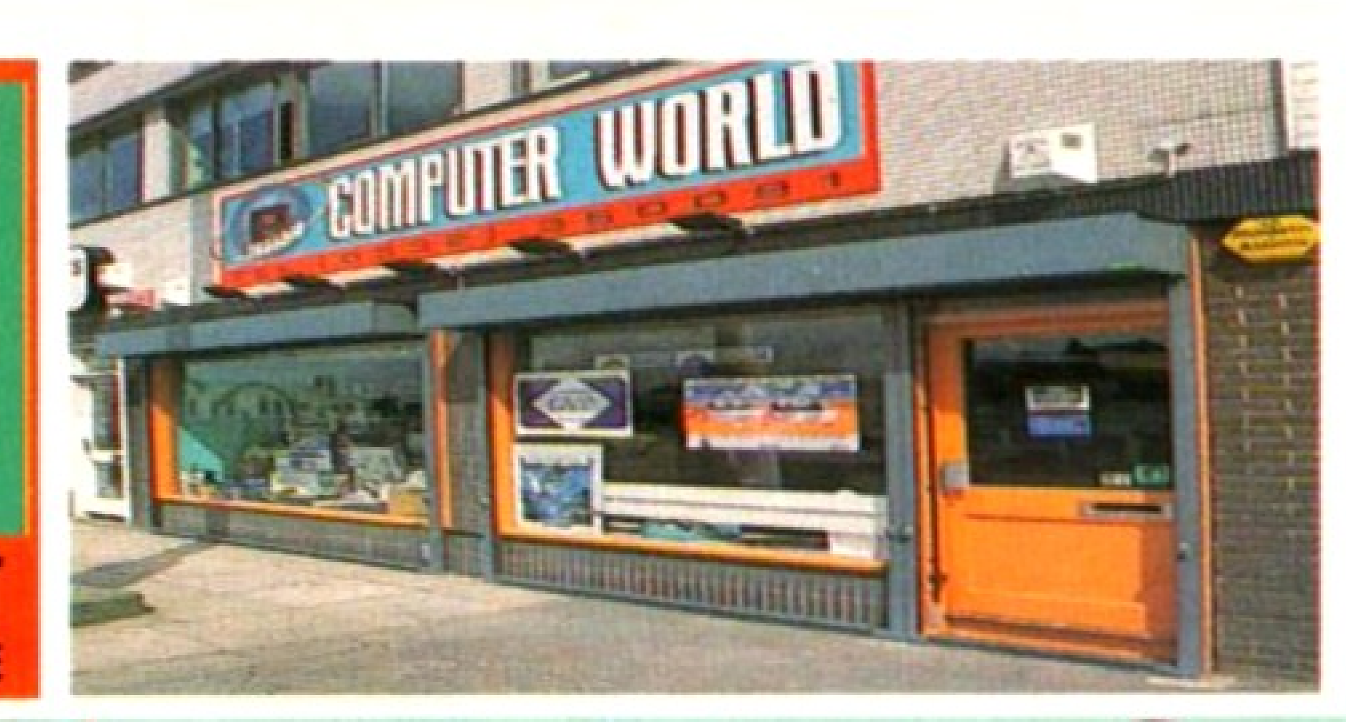


Born and bred in the North-shire town of Tadcaster, The Lad is one of the country's foremost experts on John Smith's beer adverts. "Believe it or not, there are still many tens of people in the UK who find flat caps and whippets amusing."

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AMIGA CD32

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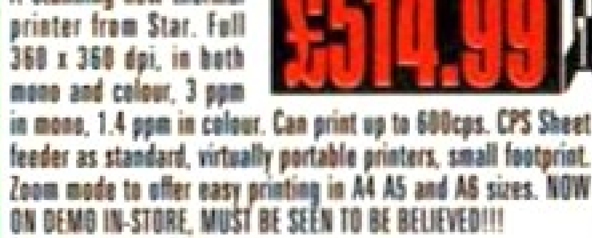
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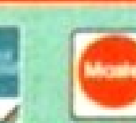
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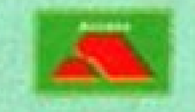
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The future starts here and Rob Mead is the man to realise it for you. Join him as he negotiates the up 'n' coming games releases with greater dexterity and flair than Graham Taylor and David Owen combined...

REVOLUTION'S STEEL SKY

Lure of the Temptress programmers Revolution Software are set to wow us all over again with their latest graphic adventure, *Beneath A Steel Sky*.

Set for release by Virgin Interactive (081-960 2255) in November, *Beneath the Steel Skies* sucks you into what Revolution claim to be a highly realistic universe populated with murderous guards, a robot with a penchant for self-destruction and a mysterious figure called the Overman.

Revolution Software believe they've got a world-beating game on their hands thanks to a highly-developed game engine, a strong storyline and breathtaking visuals – conceived by DC Comics artist Dave Gibbons. There'll be a special 256-colour version for A1200 owners.

COMING AT

UP AND COMIN'

Keep abreast of the Amiga gaming scene with our indispensable guide to the forthcoming releases.

OCTOBER		
Apocalypse	Virgin	Helicopter shoot-em-up
Blastar	Core Design	Weird *Asteroids*-style game
Cyberspace	Empire	Futuristic 3D racer
Frontier	Konami	Sequel to the classic space trader *Elite*
Jurrassic Park	Ocean	Monster game from a monster movie
Op Hellfire/Armour-Geddon 2	Psygnosis	Combative flight sim returns
Overdrive	Team 17	Bird's-eye racing game
Prime Mover	Psygnosis	Motorbike racing sim in 3D
Ryder's Cup Golf	Ocean	Timely golfing sim
Superheroes	Psygnosis	Comic book platform fun
F-117A	Microprose	Combat flight sim from the specialists
Alien Breed 2 AGA	Team 17	A1200 version of shoot-em-up sequel
Combat Air Patrol	Psygnosis	Combat flight sim
Creepers	Psygnosis	Cute and colourful platform game
Hired Guns	Psygnosis	Futuristic RPG with wicked multi-player option
Suburban Commando	Alternative	Arcade action with WWF star Hulk Hogan
Super League Manager	Ocean	Footy management sim
TFX AGA	Ocean	3D vector graphics shoot-em-up
Uridium 2	Renegade	Long-awaited sequel from Andrew Braybrook
NOVEMBER		
Body Blows 2 AGA	Team 17	Beat-em-up action in 256 colours
Dennis	Ocean	Platformer based on popular cartoon series
Game 2 (Obitus 2)	Psygnosis	Germanic style shoot-em-up
Globule	Psygnosis	Platforms with *Putty/Morph/Blob* theme
Monopoly	Supervision	Classic board-game conversion
Mr Nutz	Ocean	Are they talking about our Andy?
Second Samurai	Psygnosis/Vivid Image	Superb sequel beat-em-up
Stardust	Bloodhouse	Brilliant *Asteroids* clone
DECEMBER		
Akira	ICE	Manga style action game inspired by the film
Christmas Lemmings	Psygnosis	Lovable rodents return for a seasonal special
Cool Spot	Virgin	The 7-Up licence – Not!
Experiment	Ocean	Another in the new-look Ocean AGA series
No Mouth	Cyberdreams	Presumably, then, it's all trousers?

The UK's top rallying circuits are your destination and challenge in this new release, *Rally*.

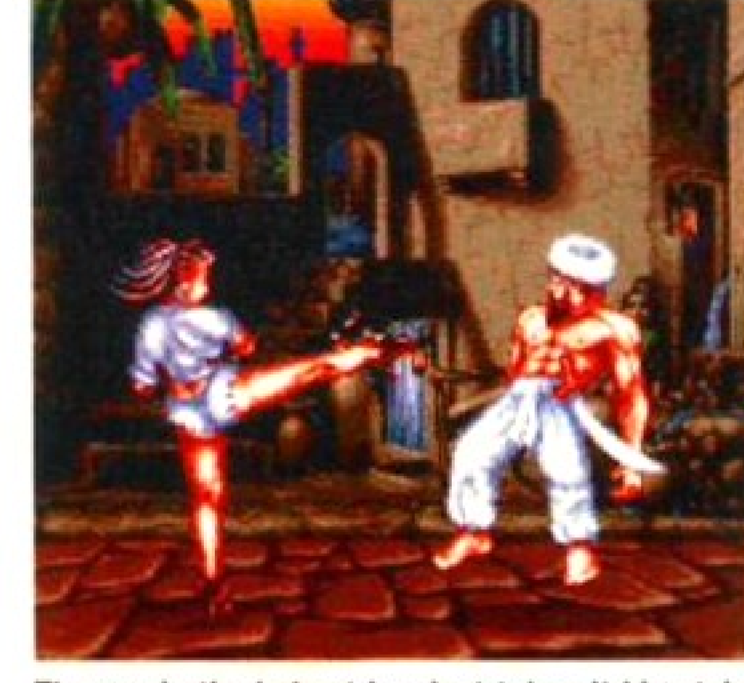
RACEY VIRTUAL REALITY

Take control of the world's top rally cars in the latest Virtual Reality experience from Europress Software. A follow-up to *Lombard RAC Rally*, the new game puts you behind the wheel of porky-mobiles from Ford, Lancia and Subaru. You are then sent spinning around some of Britain's toughest rallying circuits. Based on the gruelling Network Q RAC event, *Rally* also features digitised video footage and Europress promise an unrivalled 3D racing experience.

Rally is released in November, price £29.99 with 256-colour versions for the A1200 and A4000. Keep an eye out for the definitive *AF* review. Europress Software: 0625 859333.



Fat Bloke has just taken a nasty blow to the 'nads from the geezer in the white crash helmet.



The guy in the helmet has just taken it big style from the girl in the cut-offs.

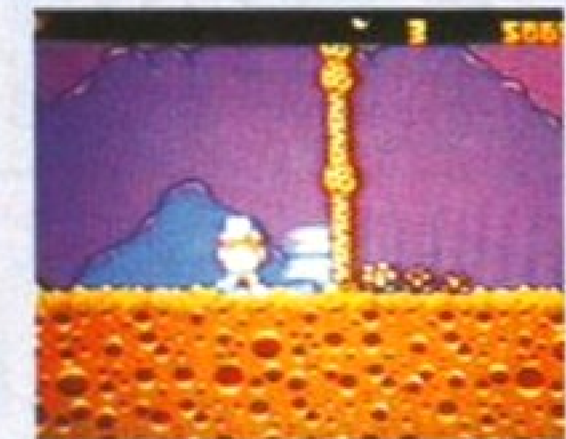
ELF MANIACS

New from Renegade for the pre-Christmas rush is *ElfMania*. This beat-em-up aims to avoid the brutality of traditional beat-em-ups like *Street Fighter 2* or *Body Blows*. As Ilari Kuittinen, of developers Terramarque, says: "We are trying to make this softer than other beat-em-ups. There is more fantasy, more jokes and little touches". But *ElfMania* will have a tough fight on its hands as it comes head-to-head with Virgin's *Mortal Kombat* this festive season. Ilari says: "Amiga buyers are very aware of what they are buying, they will appreciate our technical excellence." Renegade: 071-481 9214.

JAMES POND 3

The eagerly awaited sequel to *James Pond 2* finally arrives on the A1200 and CD^{32} in November.

James Pond 3 finds the fishy hero on a lunar mission to rescue two FI5H agents who've been kidnapped by the evil Dr Maybe. The game features 112 frenzied levels filled with pantomime cows, fire-breathing chickens and tricky puzzle elements. Both A1200 and CD^{32} versions will include a new music soundtrack and digitised voice-overs. The A1200 version costs £29.99, but expect to pay another £5 for the game on CD. Millennium: 0223 844894.



James Pond turns a FI5Hy eye on Captain Kirk's job with his third excursion into the evil mind of Dr Maybe.


One of the storyboards for *Beneath the Steel Sky*, Revolution Software's follow up to *Lure of the Temptress*.


Inside the steel sky the scene looks more like a set from *Aliens*, with a maze of stairs and airconditioning ducts for you to find your way through.


If you fancy a breath of fresh air up in steel sky land, things get a bit tricky – you'll be OK, just don't look down!


If you find your way to the control room, then you're on your way to winning. But don't get too cocky – there's plenty of fighting to be done yet.

TRACTIONS

UNDERWATER ACTION



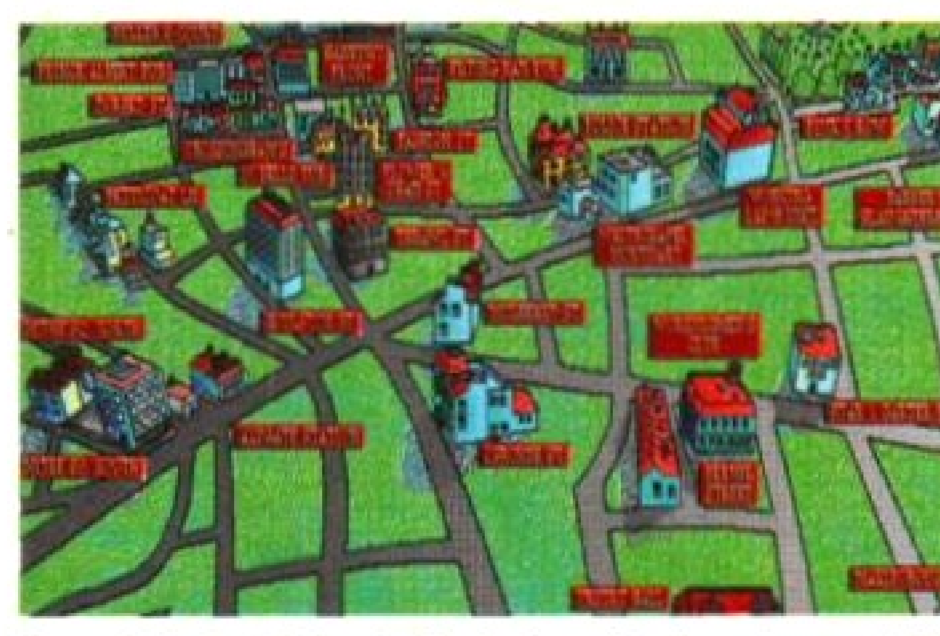
Battles and building empires of an underwater kind are the main scenes in Thalamus' latest game, *Strategic Underwater Battles (SUB).*

Thalamus have got plenty of nautical action lined up for you this month with the release of *SUB* (*Strategic Underwater Battles*).

Peoplekind has constructed elaborate cities on the sea-bed after an apocalyptic conflict. It is now dependent on mining and the whims of ruthless sea pirates for its survival. You have to build a successful trading empire which can help sustain Peoplekind's precarious existence and ensure it survives the imminent arrival of a second, and this time potentially fatal, cataclysm.

Pitched sea-battles, underwater exploration and cut-throat deals with unscrupulous rivals are yours in *SUB*, available at the end of October, price £29.99. Phone Kompart: 0727 868005.

JACK THE RIPPER RIDES AGAIN


If you think *EastEnders* is full of miserable characters, wait 'til you meet with Jack the Ripper in Mirage's latest adventure.

Programmer Ezra Sidran is probably most famous for his *Universal Military Simulator* series, but he has recently turned to the story of London's most famous serial killer for inspiration.

Jack the Ripper is a graphic adventure set in the dingy back-alleys of Victorian London where a spate of violent and grisly murders has taken place. As one of Scotland Yard's finest, it's your job to piece together often contradictory pieces of evidence and track down the killer before he strikes again.

Jack the Ripper is released by Mirage (0260 299909) in October, price £39.99. There are no plans as yet for a separate A1200 version.

ALIENS INVADE WARWICKSHIRE



Codemasters' latest cutesy hero takes on an even cuter dragon in *Cosmic Spacehead*, available for the Amiga in November.

Codemasters will be hoping to turn their rivals Martian green with envy this Autumn with the release of *Cosmic Spacehead* on our fave games machine.

Cosmic is the cutesy hero of Codemasters' latest arcade adventure which follows the little guy's problematic voyage to Earth. No-one on his home planet Linoleum believed he'd visited our planet, so he has to go back and collect some kind of memento to show his disbelieving pals. Problem is he's got no spaceship and only one Linodollar to his name.

The action takes place across four different locations – Linoleum, Detroitica, a Space Station and Earth itself – linked by 32 sub-games which Cosmic has to complete.

Cosmic Spacehead is set for release in November priced £25.99 and features all the cartoony graphics and lovable characters you expect from chaps behind *Dizzy*'s platforming adventures. Codemasters: 0926 814132.

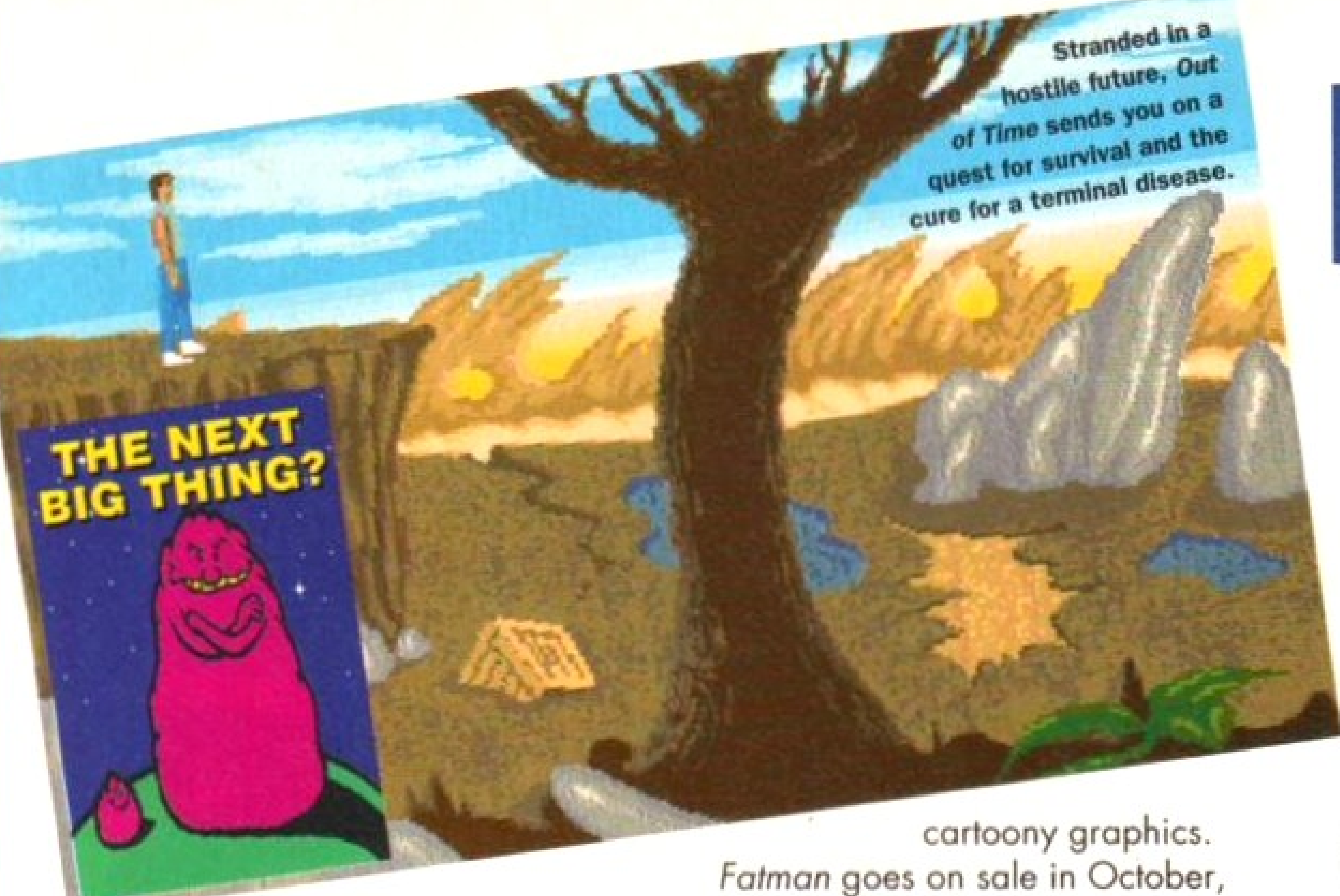
LORRY LOAD OF TROUBLE

Core Design are unloading their latest cartoon-style hero on the Amiga in November with the release of *Bubba 'n' Stix*.

Bubba is a floppy-haired, baseball cap-wearing truck driver who's been kidnapped by a bunch of alien reprobates. Things go from bad to worse when Bubba is accidentally dumped on a hostile planet awaiting the aliens' return. Enter Stix, a living, breathing piece of wood (oh this is getting silly now!) who befriends Bubba and helps him out of all kinds of perilous situations.

Bubba 'n' Stix is a 2D platformer featuring six horizontally-scrolling levels, cartoony graphics and visual gags galore. The game's released in November, price £25.99. Core Design: 0332 297797.


A bunch of angry-looking shrubs get their comeuppance in *Bubba 'n' Stix*, the latest platforming sensation from Core Design.



Stranded in a hostile future, *Out of Time* sends you on a quest for survival and the cure for a terminal disease.

LIVING LEGEND

Pan-European software development house Black Legend have a heap of titles coming up, programmed as far afield as Poland...

Black Legend are currently working on no less than six new games for release on the Amiga over the next few months.

Fatman: the Caped Consumer is a seven-level platformer starring a rotund superhero who has to rescue his family from the lunatic grasp of Ted Thinsin, a mad scientist who's discovered a way of banishing fat people from the face of the Earth. The game features all the usual platform shenanigans like end-of-level meanies, power-ups and humorous cartoony graphics. *Fatman* goes on sale in October, priced at £25.99.

Gunslingers, meanwhile, is a two-player shoot-em-up set in the American Wild West. You and a pal can play Sheriff and Deputy or, more excitingly, the Outlaw whose posse is arriving to shoot up the town. The action's viewed from a bird's-eye perspective and there are six different game types – including one against all – as well as numerous strategy elements. *Gunslingers* is due for release early in 1994, price yet to be confirmed.

There's more shoot-em-up action in *Fear,* an action adventure game set on a space cruiser which has been taken over by a gang of particularly nasty aliens. It's your job to make your way through the ship's labyrinthine corridors, disarm its defence systems and recapture it. The game's still in the early stages of development, but it should be released early next year for the A500 and A600.

Continuing the futuristic theme is *Out of Time,* the tale of a scientist who puts himself into hibernation after contracting an incurable disease. He wakes centuries later to discover the world has become an even more hostile and dangerous place, and still a cure eludes him. The game combines adventure, platform and shoot-em-up elements and should be released sometime in the new year.

Outsiders is a 3D vector graphic adventure that pits a bunch of astronauts against a megalomaniac supercomputer called Brain. Before you can pull the plug on the evil machine there are 700 rooms for you to explore filled with robot sentries and puzzle elements for you to solve. *Outsiders* has a provisional release date of November, priced at a reasonable £25.99.

With all this gloom and doom around, it's about time you cuddled up with the cutesy hero of *Fantabulous,* a 25-level platform game, also available next month. The levels are split up into five themed worlds packed with baddies, secret rooms and bonus objects. Unusually, the five levels within each world are chosen from a pool of 10, so the game's unlikely to play the same way twice.

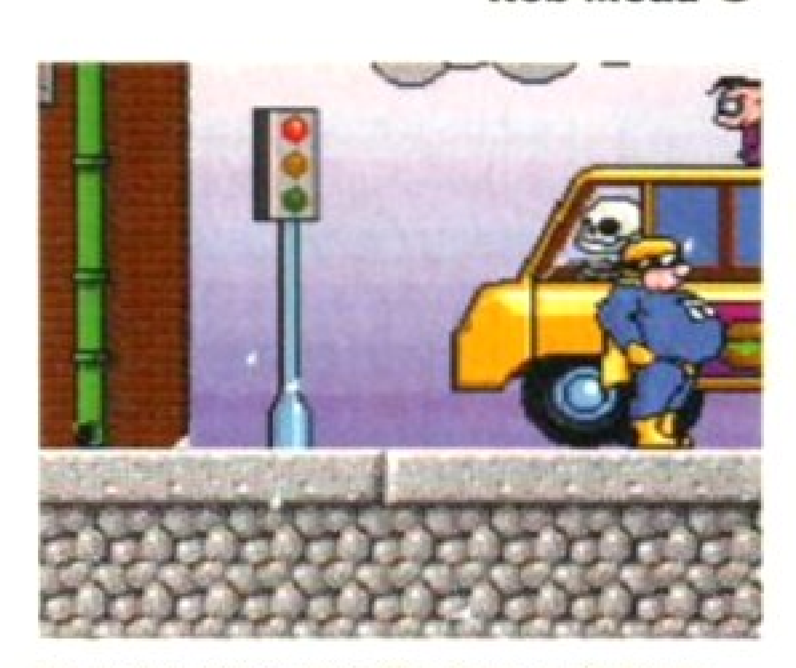
Rob Mead

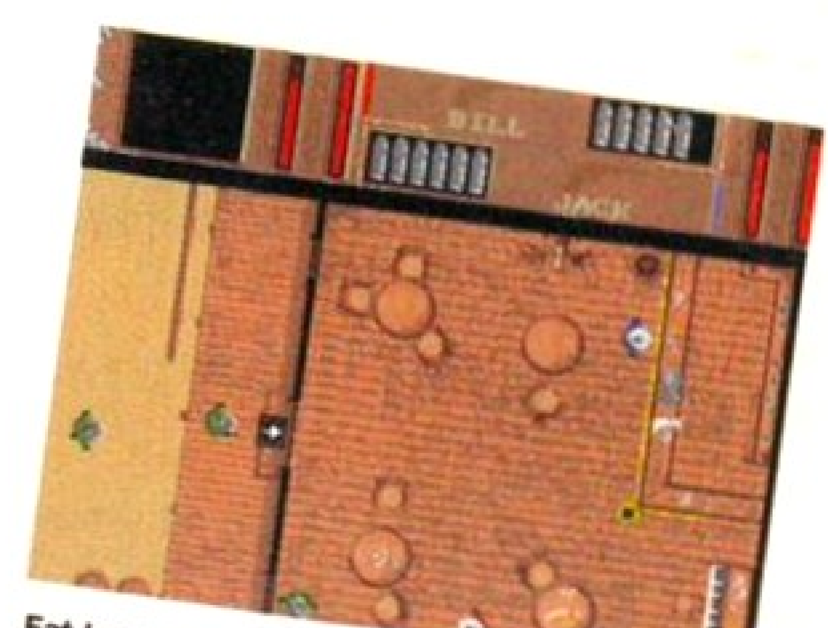


Cartoon characters don't come a lot dopier than Huckleberry Hound, the doggy star of another kiddie platform game from Alternative Software 0977 797777.



Batman Returns is a five-level action/adventure based on the movie of the same name. Released in November, price £24.99, the game is available from Gametek 0753 533445.

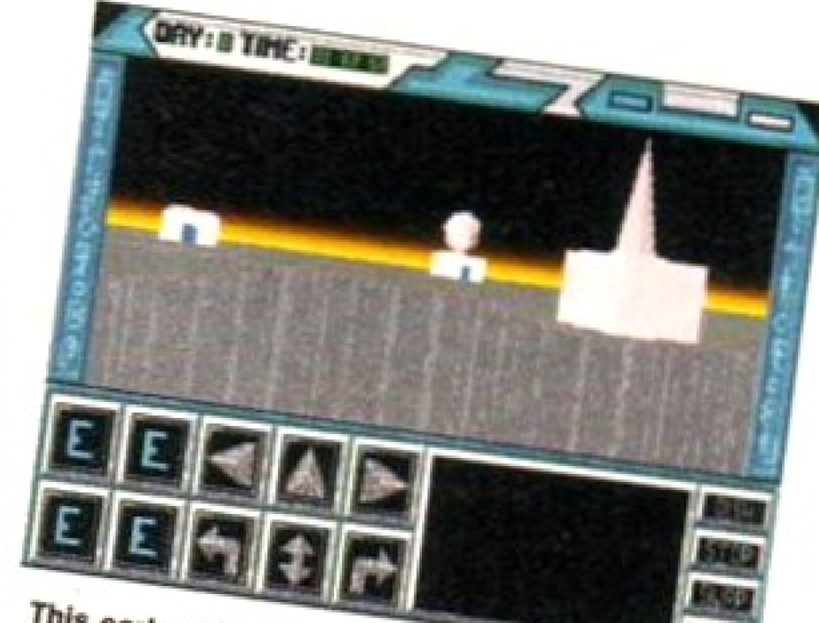

His belly's bigger than the dome on St Paul's Cathedral: *Fatman* is a bouncy new character.



Eat lead, Clint. Here's your chance to take on the Outlaw Josie Wales in *Gunslingers*, a Wild West shoot-em-up.


Guide a team of space soldiers through a maze of extra-terrestrial infestation in *Fear*, an *Aliens*-style action adventure.

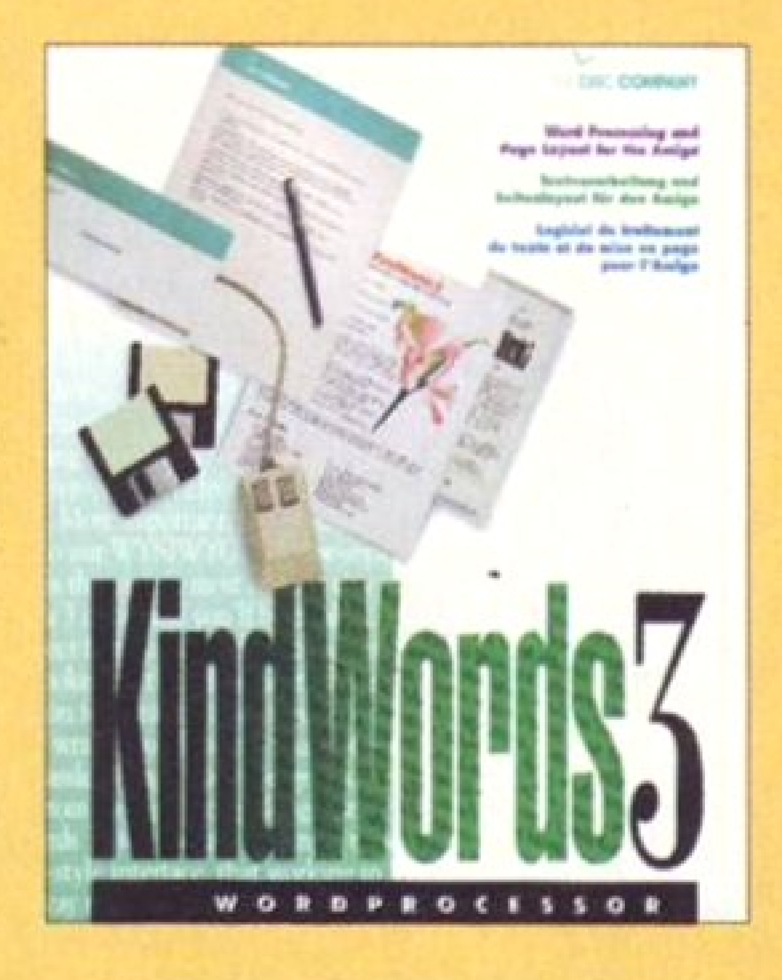

Vision Software are promising a trip from one end of hell to the other with their frantic new helicopter shoot-em-up. Look out for more details next month.


This early alien-free screenshot from *Outsiders* shows just one of the hundreds of installations you have to explore.

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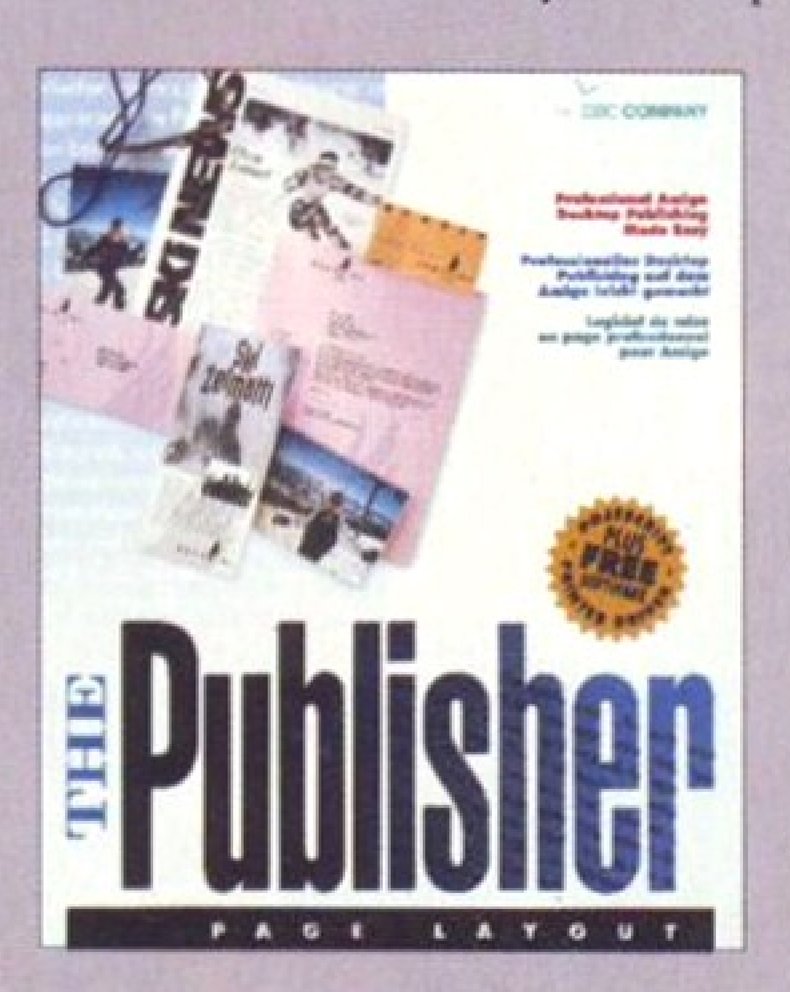
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DIG

Dinosaurs are also bad news, as they eat Diggers for breakfast.

This ghost will not only scare your Diggers, but could cause them serious injury. Avoid.

The gem below is worth a large wodge of Zogs, but how do you get to it?

The computer-controlled player's home base is here.

Dead end! You can't dig through rocks!

AMIGA GOLD FORMAT

Things are tough all over. What with the galactic recession, the stock market crash and the bottom falling out of the boiled stoat market, many desperate people are looking to make a quick buck. One of the planets which attracts the lost and the hopeless is Zarg, where the promise of untold riches hidden beneath the ground lures many a potential coal board executive.

Of course, you aren't stupid enough to actually do the nasty business of mining yourself, since there are four races of Digger waiting to climb down a dark and dingy hole at your command. You, as the controller, stay safely above ground controlling your Diggers. You can order them to carry out a number of actions, but don't be surprised if they decide that they can't be bothered to follow your orders, and wander off or fall asleep instead.

The game is divided into more than 30 zones, and you have to work your way through these. In each zone, it's a race between you and a computer-controlled player to get a certain sum of money in the bank, which you get by digging up jewels and selling them at the bank. You don't necessarily have to do all the hard work yourself, though: you could nip into the computer player's mines and nick his gems when his Diggers' backs are turned.

Once you've got the required amount of dosh (the local currency is Zogs), you can move on to the next zone. Fail, and you have to start again from scratch. The eventual aim of the game is to get 16,500 Zogs, at which point you can retire and walk off into the sunset.



What a bunch of bankers. This is where you sell all your hard-earned (or purloined) gems for money. The windows above the booths show what type of gem is currently getting the highest price.

The game can be controlled either with the CD^{32} controller or by a mouse, which can be plugged straight into the second controller port on the CD^{32} unit. Using the controller, you cycle through the five Diggers with the green button, while the blue button brings up a menu.

GERS

Come with us to the dark dank depths of the planet Zarg, where bold and hardy adventurers dig perilously deep into the depths in search of treasure. Richard Baguley gives you the full dirt on the very first CD32 game.

There is a valuable gem located below, but that sparkly thing teleports the Digger to a random location. Erk!

This is the home base for my Diggers. To sell the gems I have found, I have to return to this point.

This area has been dug out by my Diggers. Strip mining an area is one of the most effective ways of finding gems.

This is one of my faithful diggers digging a new tunnel.

This Telepole allows my Diggers to teleport from the home base into the tunnels instantly.

This is what it's all about. A digger has unearthed a gem, so I've sent one of the others (to the right) to pick it up.

I was hoping that this chap might find something interesting, but all he's done is run into a few rocks...



This cheerful-looking chap is the Zarg digging control thing. From this screen you decide what race of Diggers to use and which zone to dig in. You can also save games and access the on-line help.

From, this you can select various actions such as dig, walk, stand still, pick up or drop items, teleport and collect jewels with the red button. Several of these bring up further sub-menus which control aspects such as which direction to dig in or what to drop or pick up. It sounds fairly complex, and it is. The first few levels involve quite a lot of fiddling to get the option you want, but once you get the hang of it, it's a surprisingly good control method.

The mouse is easier to use to begin with, but it's worth persevering with the controller because the extra buttons do give you more control. For instance, if you want to stop a Digger who is about to plunge into a chasm, just cycle through the Diggers with the green button and then press the yellow one to stop your Digger in his or her tracks. It's a lot faster than using the mouse, but hardened mouse fans may want to stick with what they know.

Things are made even more complex by the fact that you can only see what's immediately around a digger, and you only see the entire map if you win the zone.

All the way to the bank

There are various different themes for the zones, including mountain, ocean, jungle and arctic. The scenery determines what sort of obstacles you are likely to come across. For instance, the mountain levels are filled with steep cliffs and deep chasms which have to be navigated, while the ocean levels are filled with weak points where you could accidentally flood your tunnels.

There are also numerous puzzles involving caverns deep in the bowels of Zarg filled with ghosts, aliens and other nasties. The reward for getting through these takes the form of special jewels which can be sold for much more than the usual price.

To solve these puzzles, you have to use some of the tools which you can purchase through the game,

Continued overleaf



THE OBSERVER'S GUIDE TO DIGGERS

The authorities on Zarg have decided that only four races of Diggers will be allowed on the planet. You are free to choose which you want to use, but each has its own strengths and weaknesses...

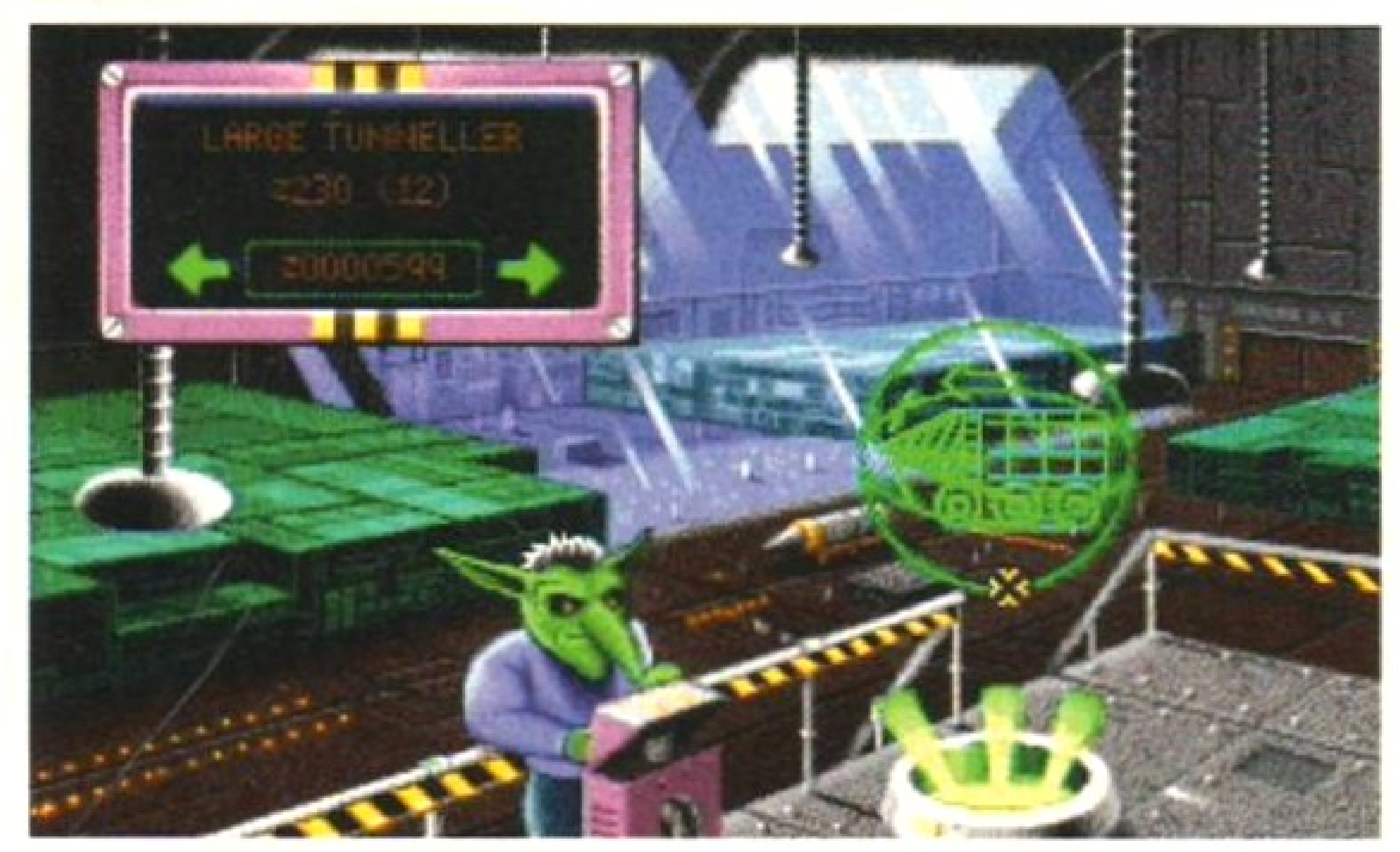
You can choose from four races of Diggers – from left to right a Grablin, Habbish, F'targ and Quarrior.

GRABLINS – They would be the perfect digging race, if it wasn't for their drinking problem. Their aim is to amass enough cash to build their own brewery, for their favourite tipple, Grok, which has been described as "smelling worse than the breath of a fire breathing Scaborasoaur from the swirling slime pools of Sulphuria". Due to its distinctive odour, Grablins need to buy a deserted planet to build this brewery on. Leave them alone for too long and they will all gather together to drink Grok and sing rugby songs.

HABBISH – A mystical race, who permanenty hide their faces from view. Fast diggers, they have high endurance and the ability to use other race's teleport poles. However, leave them alone too long and they will join together to chant to their spiritual master, the lord high Habbish, who demands that to honour his spiritual awareness they build him a residence with walls covered in gems and hot and cold running champagne.

F'TARGS – These delicate-looking beings are resilient and have plenty of endurance. They also have the advantage of healing twice as quickly as any other race after an injury, such as a fall or fight. They are curious, and get bored easily, often wandering off at the most awkward moments. Their aim is to amass enough cash to build the museum of metal marvels, which will house their historic scrap objects.

QUARRIORS – A hardy breed, who are extremely strong, but frankly rather thick. They're good in a punch-up, but can't dig for too long without getting exhausted. They have only recently moved from open cast mining into digging, so they lack imagination. Their aim is to amass enough funds to build a fortified encampment where they can practice digging and beating each other up in peace.



This is the shop, where you can avail yourself of all the latest advances in mining technology. Everything from automatic digging machines to dynamite via inflatable boats can be purchased.

around each of the Diggers as you cycle through them. Combine this with the fact that the Diggers are completely stupid, and will quite happily walk into water and drown or stroll nonchalantly into the arms of an oncoming nasty, and you've got a real challenge on your hands. Fortunately, the on-line help gives you full details of the Diggers' irritating little habits, and what sort of nasty beasts you're likely to come across in the tunnels.

Diggers certainly has an addictive edge, and the different levels give enough variety to make it worth coming back for more. It's not a game that you can leap straight into, since learning how to control the Diggers and how to use the tools you can buy in the shop will take several zones and many days. Once you've learnt your way around, though, the possibilities for fun are almost endless.

such as Telepoles (used to teleport your Diggers around the map), lifts (for moving up and down deep caverns) and dynamite (used for blasting through walls too hard to be dug through). Not only can you get around the puzzles and gain access to different parts of the map with these, but you can also disrupt the computer-controlled Diggers by doing such nasty things as blowing up their tunnels, flooding them or releasing ghosts into them.

While you're working on the nasty business of digging into the depths or releasing evil aliens into your opponent's mines, a rather nice soundtrack plays in the background. This is played direct from the CD, and there's also a nice intro track and another tune that's played while you're selling your gems in the bank.

" Diggers are very stupid and will happily walk into water and drown "

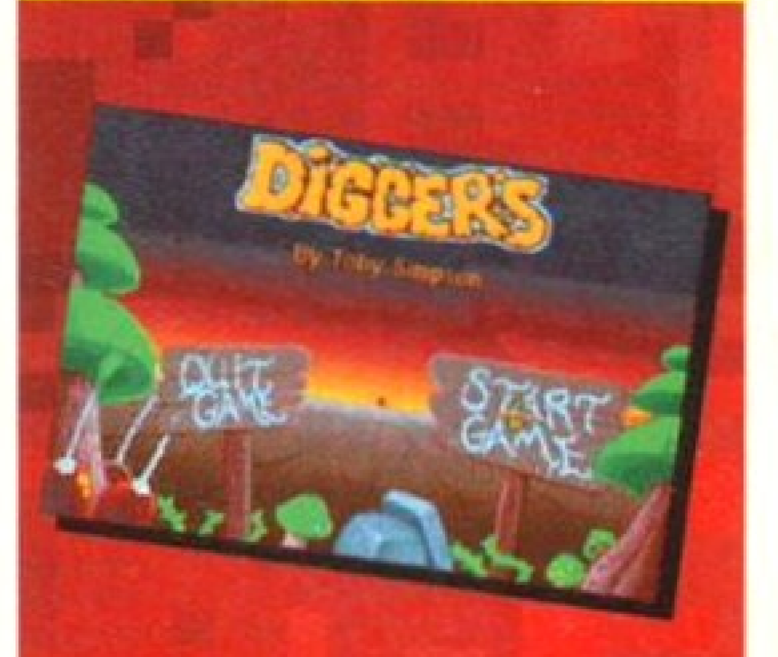
Dumb Diggers

It's very easy to get confused about where the various Diggers are, and easy to forget what the Diggers are doing, because you never have a complete overview of the playing area. All you see is a single screen

Given that playing through a zone can take several hours, it's annoying that you can't save your position halfway through a game. That apart, if you're prepared to put in the effort, there's treasure waiting to be plucked from the virgin soil...

Richard Bagsley





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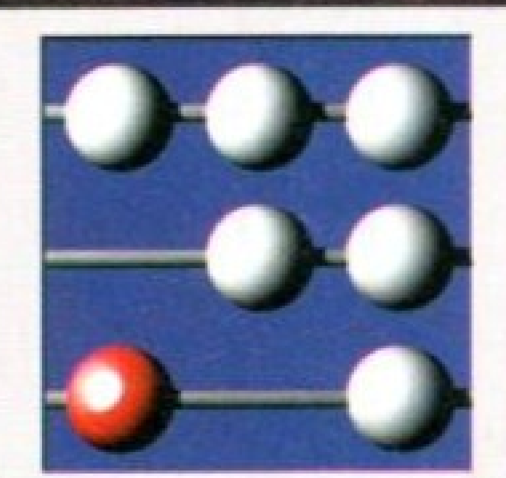
ADDICTION
Plenty of levels, big challenge.

PLAYABILITY
Control takes getting used to.

VERDICT

" An extremely addictive game once you've learnt the control system and got the hang of the gameplay, but it's no pushover and does take some time to get into. "

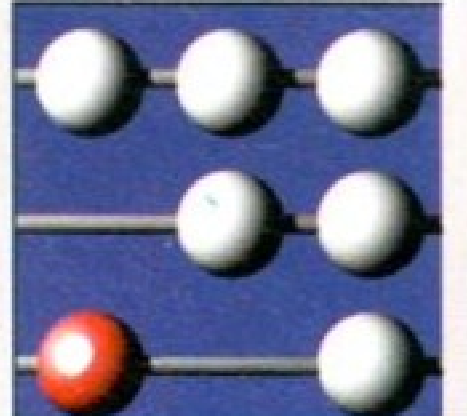
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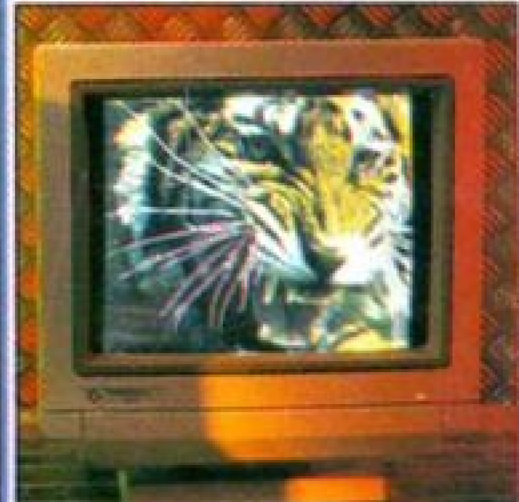
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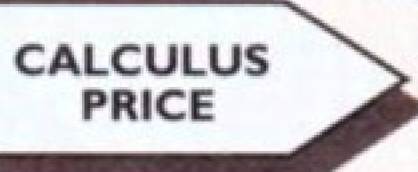
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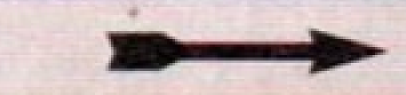
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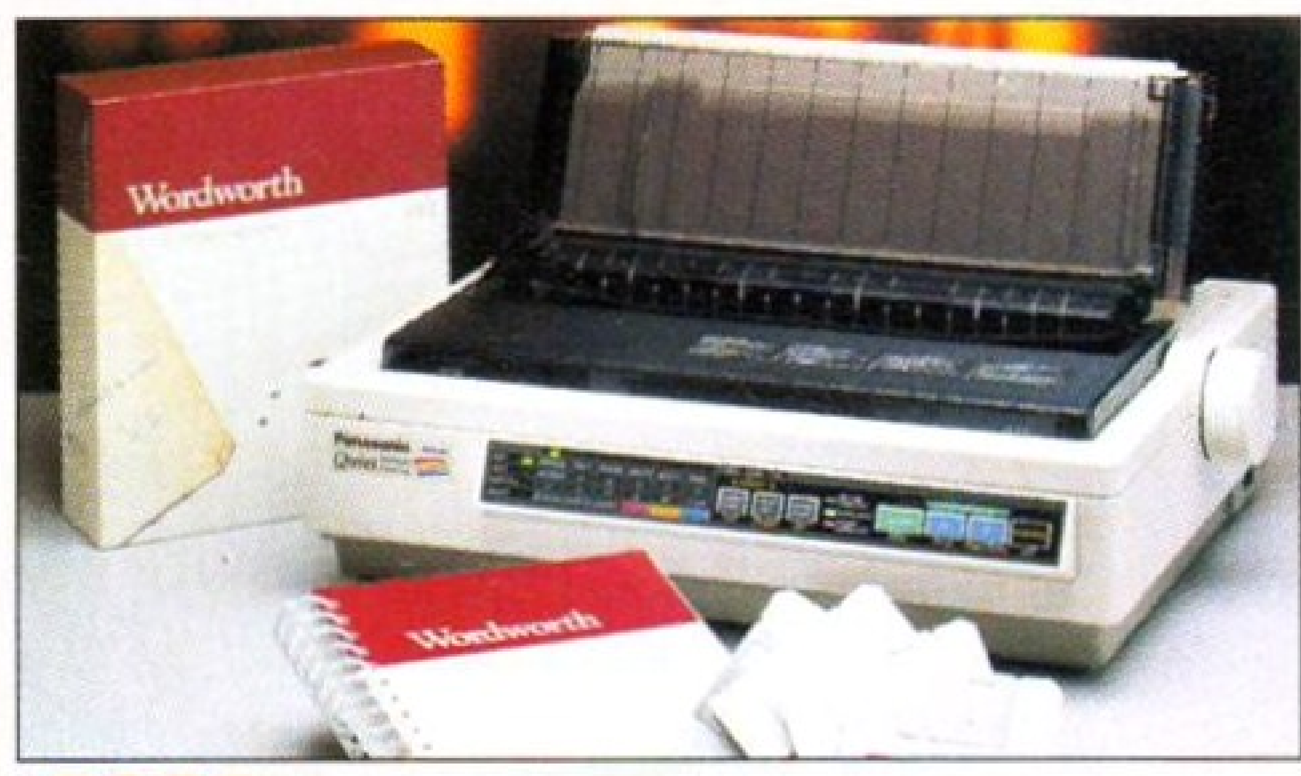
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Hints and Tips

How to use your Amiga without the mouse.
Use the arrow keys with the "Amiga Keys + shift keys" pressed down.
To select an object, press the "Amiga key and the Alt key"
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Arrow keys + "Amiga key" = move up, down, left, right slowly
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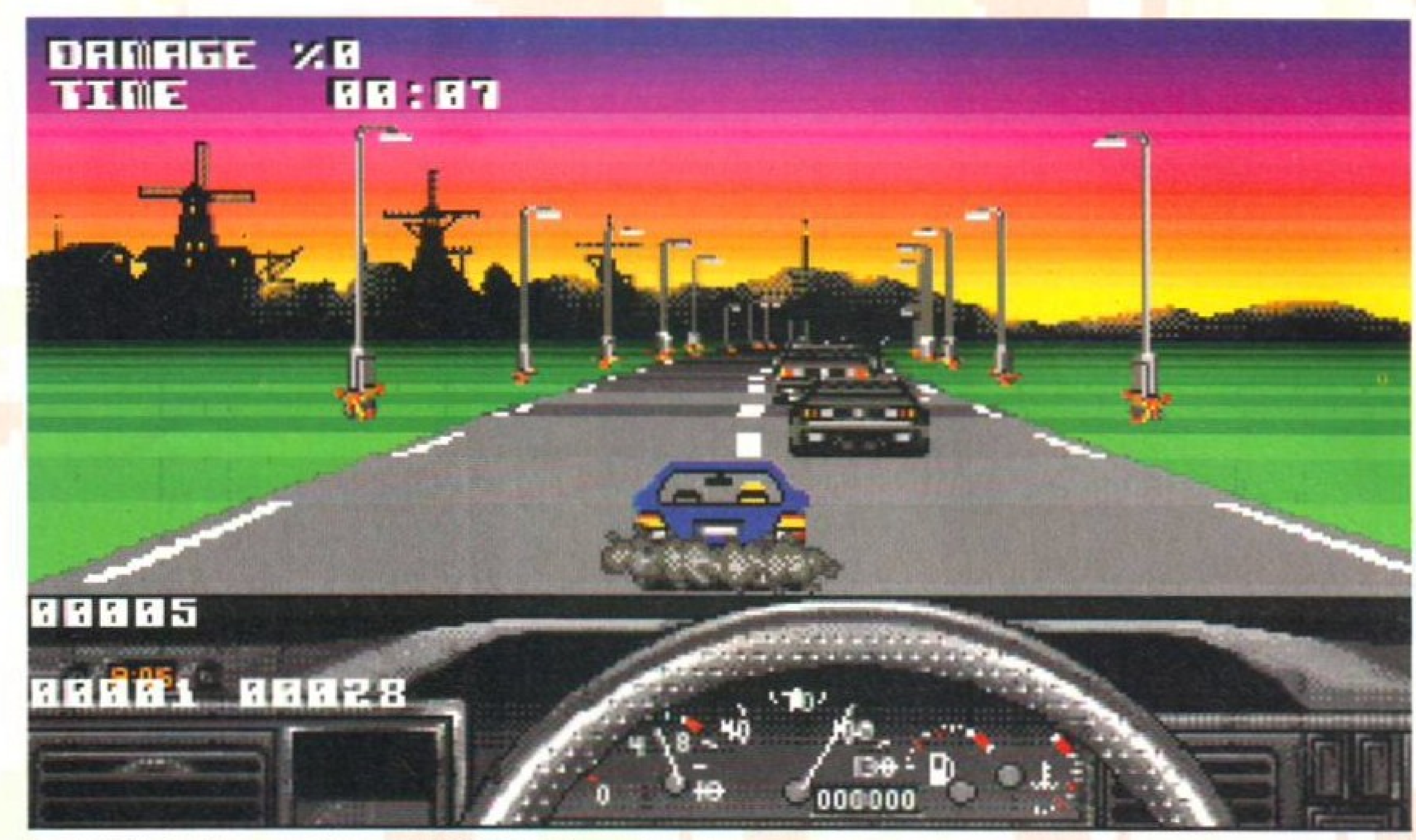
INDEPENDENT CENTRES OF EXCELLENCE

Hot hatchbacks. Did you have one back in the Eighties? My mate torched his in Liverpool to get the insurance money. Love 'em or loathe 'em though, they're quick – off a shovel, if you will.

And they're making a triumphant return in *Burning Rubber*, where the *Wacky Races* meets the Boy Racers in an illegal race across Europe and America, organised by a chap called Fast Fred.

The introductory sequence to *Burning Rubber* is curious. Popular music group The Utah Saints perform a tune while garbled Sixties and Nineties images proliferate on screen. Words and symbols flash forth – CND and *Burning Rubber* amongst others. It's all quite disturbing, though strangely enjoyable. But that's not why you're here, is it?

To join the race, pick a hatchback – there's a choice of six – then stop off at Fast Fred's Speed Shop,



Burning Rubber is often a case of damage limitation. Each time you have a bump, the damage percentage rises. Drive with caution and you last a lot longer – unfortunately though, you won't win the race. Robert Mark's advice would be to drive like a madman and hope for the best – probably.

BURNING RUB

Phoaaar! Vauhall Chevettes, Renault 5s, all those sensible motors scudding around Europe in an illegal race – watch out Nigel!

soup-ups a speciality. You're greeted by a woman in a rather skimpy outfit, just like at Kwik Fit, tempting you into parting with a few dollars. You've got $4,000 in the kitty, so spend it wisely.

There are various car parts on offer, all of which improve your car's performance; for instance, Nitros give you great acceleration but only for a limited amount of time; Brakes increase your braking speed. You can even add one of those charming body kits that improves the handling, or is it the looks? Or maybe nothing.

Foot to the floor

Before you finally get to put your boot on the accelerator (which is why you're here), you have to pick a racing route. Options abound as you peruse the map, looking for a short route to the chequered flag.

But beware, the shorter routes often involve many junctions and you constantly have to slow down. And who in their right mind wants to cruise around Scotland in a Peugeot 205 GTi at anything less than breakneck speed?

Apart from the obvious dangers of crashing, there are other hazards. That hardy-perennial – the speed trap – crops up: the cops give chase and you can either try and burn them off and risk crashing, or play a patient game and wait for a gap, then go hell for leather, however, if you stop completely the cops will nab you, and that means jail.

Civilian cars are white and travel slowly – they're easy to overtake – while the black cars are competitors with drivers with varying degrees of skill.

After Scotland, there are other parts of Europe to negotiate, and with varying conditions to tackle.



Before each section of the race there's the routemap. Plan your path to the chequered flag carefully. Longer routes with sweeping bends are often preferable to using junctions which slow you down.

SO, YOU'VE BEEN DOWN TO THAT LONDON AND THAT PARIS AND THAT BERLIN...

A hot hunchback means Europe is a cathedral to your racing skills – damn, that should have been 'with a hatchback'! Oh well.



It would've been nicer to drive around Scotland in a Triumph Stag rather than a Fiesta.



The capital is not the best of places to hurtle through in darkness with cops on your tail.



When overtaken by the Old Bill, be careful not to slow to a halt because they imprison you.



I remember when the police drove Vauxhall Chevettes – now there was a hot hatchback.



"Nicole". "Papa". "Nicole". "Papa". "Nicole". "Papa". Good advert that. But that was for a Clio and the one on here is a Renault 5.

London, for instance, has high police activity and poor visibility – you race in virtual darkness. Paris is stormy and Germany has blizzards.

At the end of each level, you can go back to Fast Fred's for add-ons to increase performance, but only if you've can afford them. Crash too often and you'll have to fork out for repairs. Once in America (it takes ages to get there, believe me), you get to choose a new motor, and the courses offer slightly different hazards, including pedestrian areas.

BER

" You have got $4,000 in the kitty, so spend it wisely "

Chequered flag

Burning Rubber is a strange bird. The graphics are nicely drawn and you get a decent feeling of speed, particularly when you fire the Nitros into action. The view, from behind your car works well, but somehow it isn't quite enough.



When you win races you get a cash prize and Fast Fred's Speed Shop is where get you spend it. But remember to save money for repairs.

An injection of humour would have been nice – the odd deer running across the road, or maybe a peleton of cyclists hurtling around the corner. And a two-player option would have added an extra dimension.

In a number of words, and for want of a more exciting and turbo-charged sumnation to this reasonably average arcade conversion, it has to be said that *Burning Rubber* drives well but adds very little to the genre.

Stephen Bradley

BURNING RUBBER



PROGRAMMERS
Dynafield Systems

PUBLISHER
Ocean 061-832 6633

PRICE
£25.99

RELEASE
Mid September '93

GRAPHICS
Nicely drawn.

SOUND
Sort of vroomy.

ADDICTION
More Mini than Maserati.

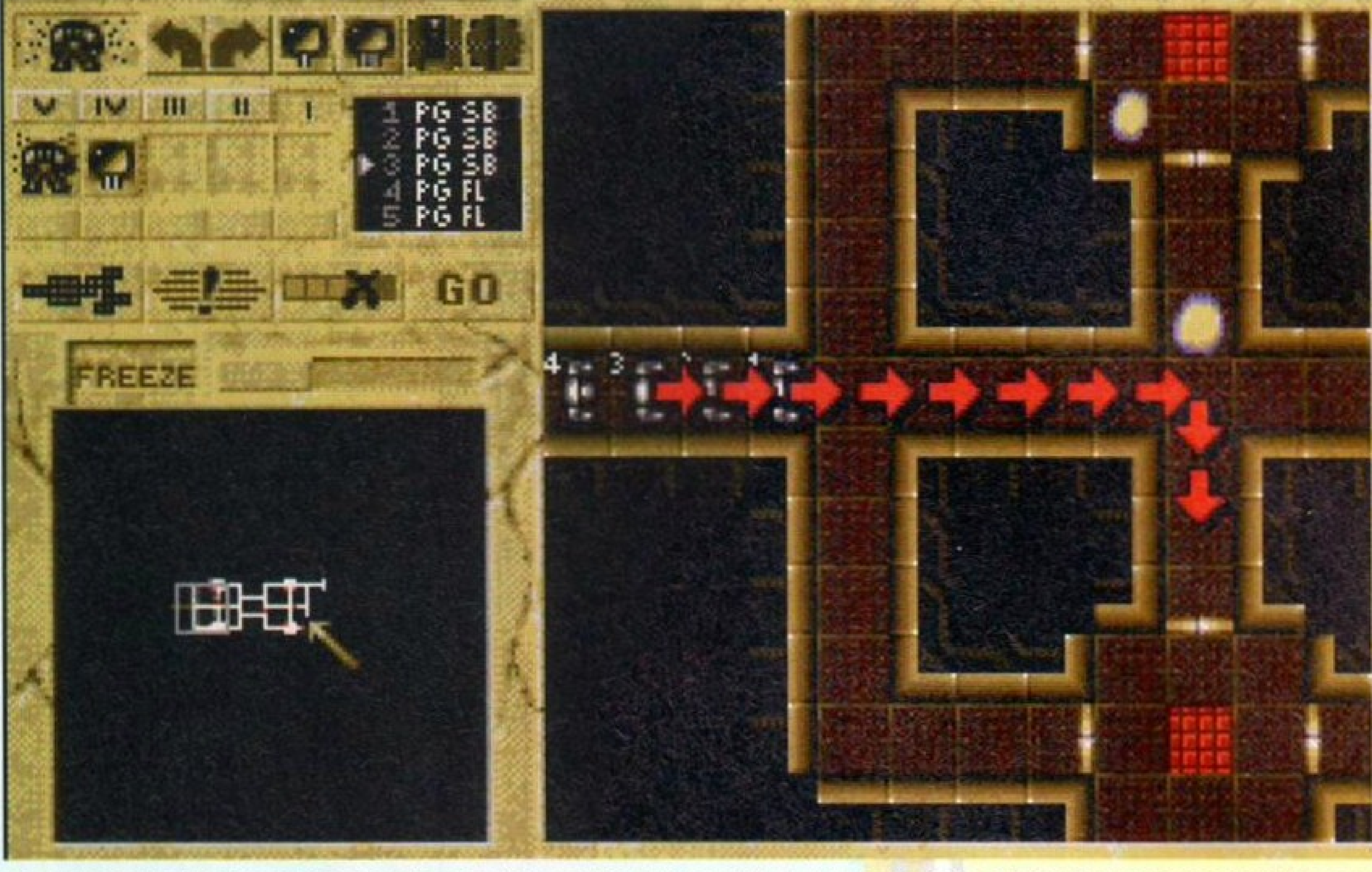
PLAYABILITY
Drives like a GTi.

VERDICT

" It's a car race around the world lacking in humour but with some pleasant graphics and the odd bit of police-car-chase action. An Astra not a Porsche. "

78%

Forget the idea of the girly 'new man'. It's your hulkiness that makes things happen in this space-based skirmish war game, so pump up your pecs and prepare for battle...



The all-important order giving part. Each marine needs to be positioned very carefully. Leave one stranded or pointing the wrong way and you'll lose him.

SPACE HULK

Being a man is what being a Space Marine is all about. Not a girlie-swot 'new man', but a big, tough, bio-engineered man with a ridiculously large suit of armour sporting the sort of weaponry that usually adorns a tank.

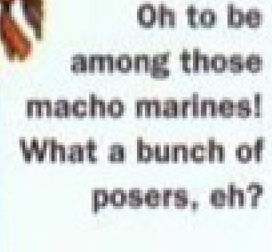
Space Hulk gives you the opportunity to play a whole team of such hormonally unbalanced Ubermensch and shoot lots of nasty aliens in the process. It's based on the massively successful *Warhammer 40,000* game that uses funny shaped dice and has ruined the eyesight of many a modeller painting the little figures.

You play the Imperial Captain of the Dark Angel chapter of Space Marines and control a squad of terminators. These are heavily equipped nutters with no fear of death. Just as well because lots of them end up dead and it doesn't seem to put them off.

Kill! Kill! Kill!

The eponymous Space Hulks are vast derelict spaceships that wander through warp space and are home to colonies of Genestealers. Your missions revolve around entering the Space Hulks and doing battle with the Genestealers. These loathsome creatures do horrible things to people given half a chance, so your response is simple: you kill them.

There are 14 training missions and 37 missions proper. Most are fairly short and involve retrieving objects, getting to a set place or just blasting the hell out of as many creepies as you can. There are two main screens, a first-person view from each terminator and a Planning screen. The action takes place in real time but can be frozen at any point, which is handy because things happen pretty quickly. You are only given a limited amount of 'frozen time' to play with though, so you've still got to think quick.



From the Planning screen you can issue orders to each marine, to move them about, open doors and shoot. From the View screen you can see what each marine sees and you can take direct control of them.

While not under direct control marines can be left in Overwatch. They will fire at any alien that crosses their line of sight, but won't turn around and so will get mashed if some sneaky alien scum catches them from behind. Some missions can be played using just one screen – the two methods of control are awkward at first, but the trick is to freeze things regularly to keep track of what's going on.


Oh to be among those macho marines! What a bunch of posers, eh?

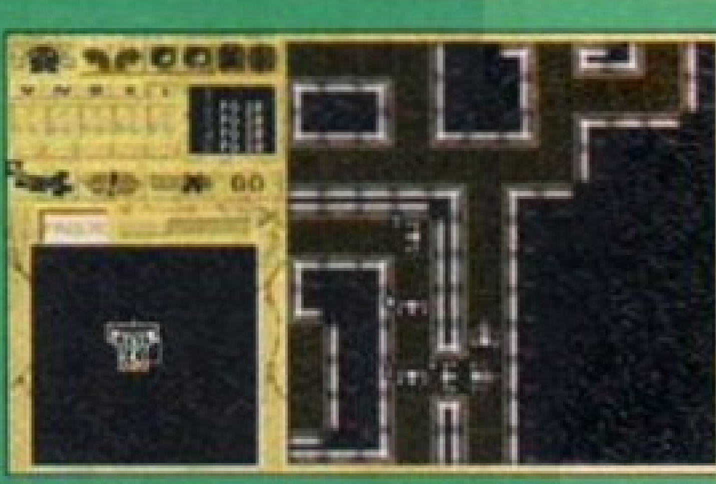
Complete control

First stop is giving your walking tanks some orders while the action is frozen. Each marine is assigned a destination or course of action by clicking on a series of icons. Then you can switch to the view screen, unfreeze things and watch them clump about. If a Genestealer jumps out unexpectedly you can intervene and take control of the blasting. You can also leave your chaps to it and hope they manage; or freeze things and go back to the Planning screen to adjust your strategy.

The game tends to go in little spurts of adrenaline with the real-time business at the View screen although this is interspersed with more thoughtful tactical manoeuvrings at the Planning screen.


Before each mission you are briefed and urged on to death or glory, or perhaps both, by your cheery chapter commander, Julian.

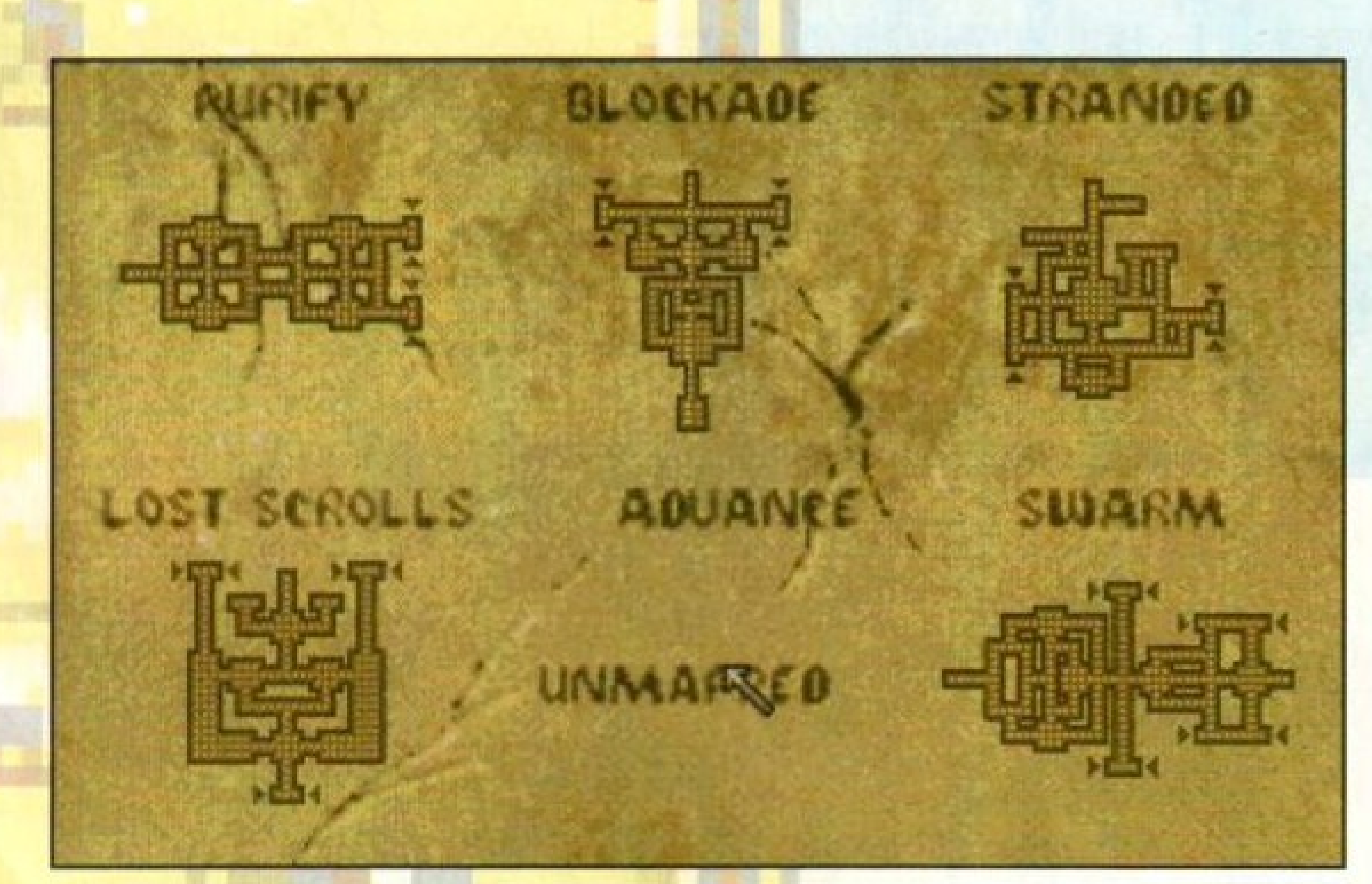

Some Marine icons have a neo-fascist edge, with double-headed eagles and skulls. 'Politically correct' persons may want to play in secret.


The Planning screen gives you an overhead view of your marines and is where you issue their marching orders.


If you don't fire now, you can kiss large parts of your body goodbye. Genestealers move quickly and you only get a few seconds to respond.



The view screen shows you the forward view from each terminator. From the main bottom window you can take direct control.



Some of the multitude of *Space Hulk* missions. The areas to explore are small and generally packed with Genestealers so there's no tedious wandering around looking for trouble, it's trouble from the off.

The tension is built up nicely from the outset. You feel like that bloke in *Aliens* as he watches his team of marines on the TV monitors.

It's dark in there

The graphics are suitably dark and moody and convey the claustrophobic atmosphere well without being outstanding. Dark music sets the scene and sound effects – shooting, screams, footsteps and more shooting add atmosphere. However, the game comes on three disks so if you only have one disk drive there is lots of tedious disk swapping.

There are also many tutorials – this game isn't easy and even hardened game players are in for a testing time. Having spent a few minutes choosing, loading and being briefed it can all be over in a few seconds of mayhem. It takes patience to get to a point where you can kick some butt without getting your own soundly whipped.

If things go wrong you are immediately taken out of the mission, often you don't even see what got you or where you went wrong. You just watch with dismay as the view screens for each man are splattered in blood. Missions require careful planning – the skill is in carefully moving your team so all your backs are covered.

You're dead

Space Hulk will undoubtedly be loved by the same sort of people who are into the original *Warhammer 40,000* stuff. It requires attention to detail, planning and a good deal of tactics interspaced with snatches of fast reflexes. Switching in and out of real-time gives the game a very stop-go feeling.

The mix of arcade and strategy might annoy purists from each school, but the mix works reasonably well. Only occasionally do you die for no better reason than you were too slow with the mouse.

There is a great sense of urgency as you watch the Genestealers close in on your position. It can be frustratingly difficult, entire teams wiped out time after time as you try to get the hang of a mission.

If you long for an alter-ego crackling with testosterone and want to take jaunts into the bowels of huge ruined space ships hunting and being hunted by vicious alien lifeforms then, er, you're probably a bit weird, actually.

Space Hulk should be right up your street as long as long as you can hack the skirmish wargaming elements and are patient enough to get into it. Suck this alien scum.

Rob Mead


Among the terminator weaponry are assault cannon, thunder hammers and this little number, a heavy flamer.


One of your terminator marines buying the farm. You can easily lose the entire squad in seconds if you leave an approach route open.



SPACE HULK

PROGRAMMERS
Nick Wilson

PUBLISHERS
Electronic Arts 0753 549442

PRICE
£34.99

RELEASE
Out now

NEEDS 1 MEG

GRAPHICS
Suitably dark and moody.

SOUND
Lovely atmospheric SFX.

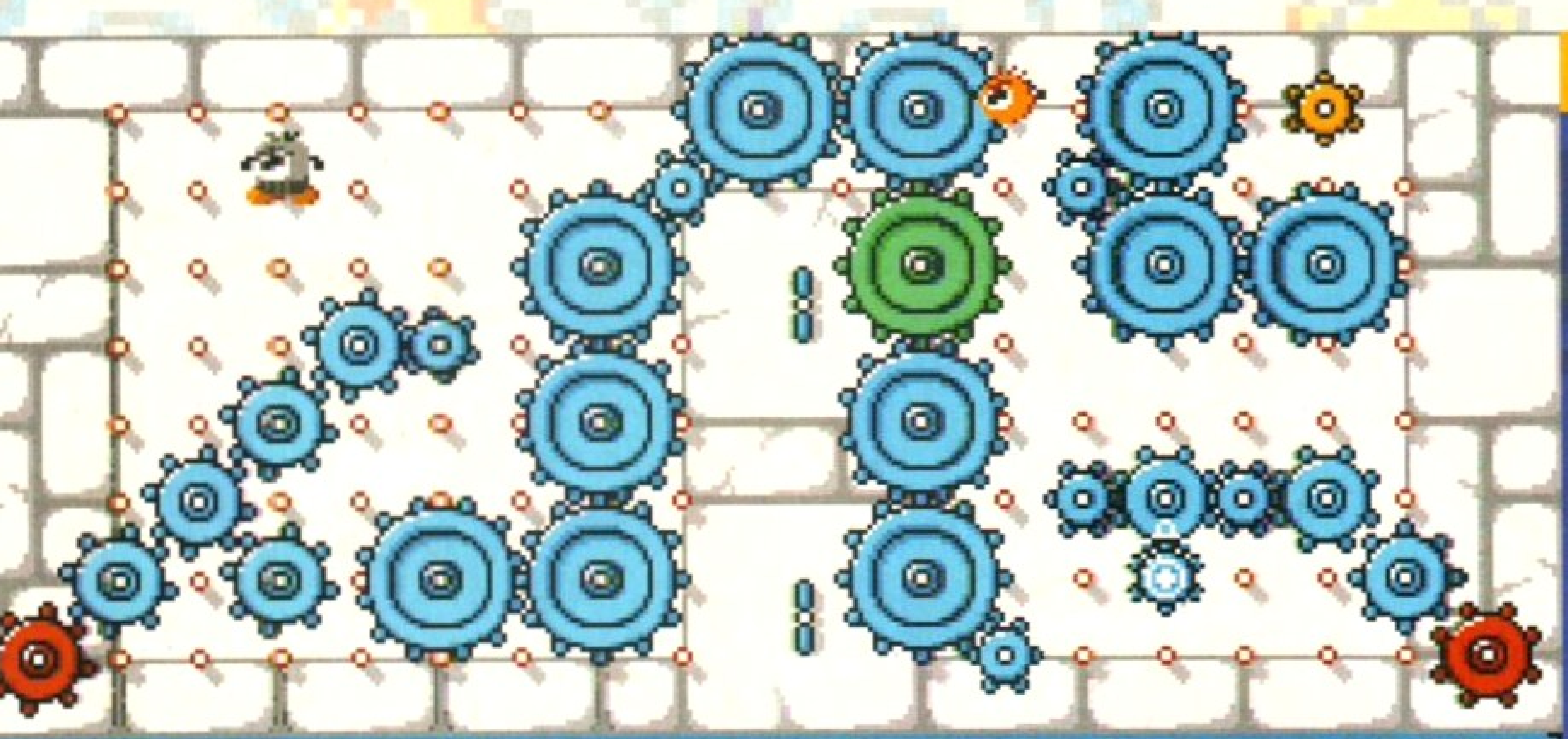
ADDICTION
Gripping stuff.

PLAYABILITY
Terribly frustrating at times.

VERDICT

“A moody, tense and sometimes difficult exercise in alien-trashing for the criminally macho and/or tactically minded. Very good but not brilliant.”

77%





That pesky poffin's pinching my peg! The grey ones nick your pegs while the brown ones rust your cogs, and the last thing you want is rusty cogs.

GEARWORKS

Puzzles always seem easier to the person looking over your shoulder. Maybe it's the extra distance from the problem, but it is a proven fact that if one person is trying to solve something, an innocent bystander will always come up and say "You don't want to put that there!". Annoying enough when you've nearly finished, but if that was your last life it leaves you even more determined to beat the blessed thing.

I suppose that's the appeal of things like *The Crystal Maze*, an excellent puzzle/physical game enjoyed from the comfort of your armchair. Cries of "What on Earth is he doing?" and "She's done it all wrong!" abound while you are left thinking that you could have done better yourself. Well, this is your chance to prove it!

Walking the cog

Imagine the task: 12 of the world's famous monuments are to be made into clocks. This is not a bizarre advertising strategy, merely the point of the game. Your job is to fit together cogs of varying sizes on pegs in play areas inside the monument, in order to connect a number of red cogs. When all the red cogs are connected to the motor, and everything is running smoothly, then you can move on to the next play area. When each level is finished you are rewarded with a glimpse of your clock in full working order. If there's a spanner in the works, so to speak, then the motor will heat up. When it gets too hot it will shut down. You lose a life and must start the level again.

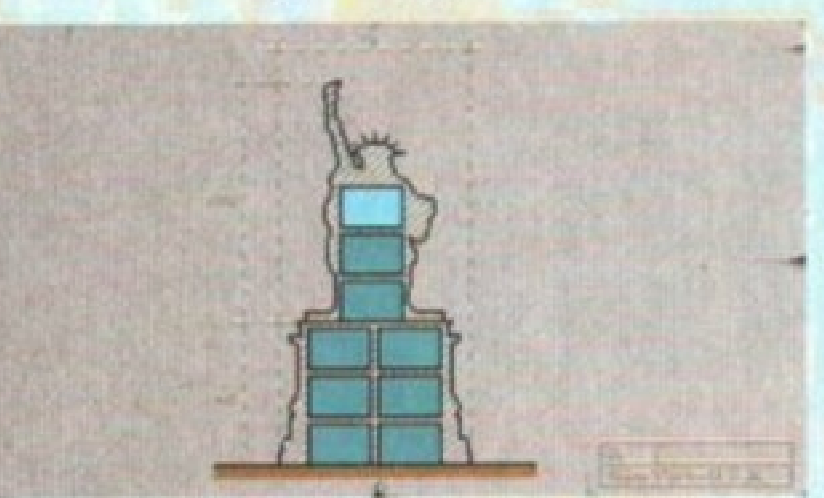
It all sounds devilishly simple – all you have to do is join the cogs up. There lies the problem. The cogs are selected for you and their order is totally random – shades of the ever-popular *Tetris* here. It's infuriating when you're one cog away from finishing the play area, level and clock (game, set and match), and all the cogs are the wrong size. You've got to find somewhere to put them, and this may mean blowing up ones you've put down already. Then you run out of bombs so you can't free the cogs up when you put one in the wrong place.

"You'll be quite determined that a few simple puzzles won't beat you"

Like all puzzles it's good to have some sort of a strategy. Knowing how the cogs fit together helps, but racing round in circles trying to join up the later levels when you're running out of time is exasperating. Isn't that why you play this sort of game? Isn't it because of that pull which turns that "one last try" into staying up until the wee small hours determined that a few simple puzzles aren't going to beat you? You don't realise the addiction until you finish the last one.

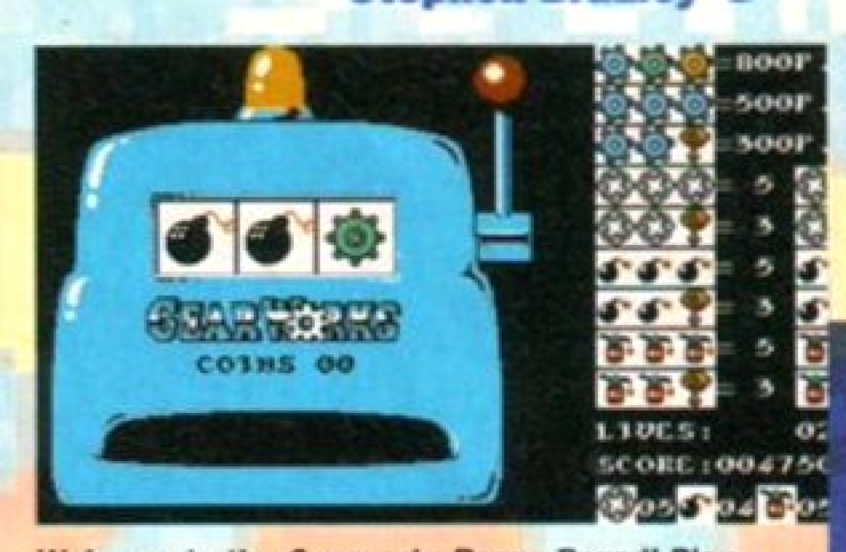
Gearworks is addictive, frustrating and deceptively simple. Any chance of *Gearworks (The Sequel)*?

Stephen Bradley



Take two bottles into the shower? Not me! I'd much rather spend my time turning the Statue of Liberty into a digital watch...

Where shall I put this last cog? There's a gap near the end but I'll get more points if I join up the other cogs. Problems, problems, problems.



Welcome to the *Gearworks* Bonus Round! Play the machines to collect some of those can't-quite-get-enough-of-them bombs.

GEARWORKS



PROGRAMMERS
Hollyware

PUBLISHER
Soft're B'sness 0480 496497

PRICE
£19.99

RELEASE
September 23rd '93



GRAPHICS (4/10)
Simple but cute.

SOUND (7/10)
Lots of clangs and squeaks.

ADDICTION (8/10)
Haven't seen the dog for days.

PLAYABILITY (8/10)
Try getting me off it.

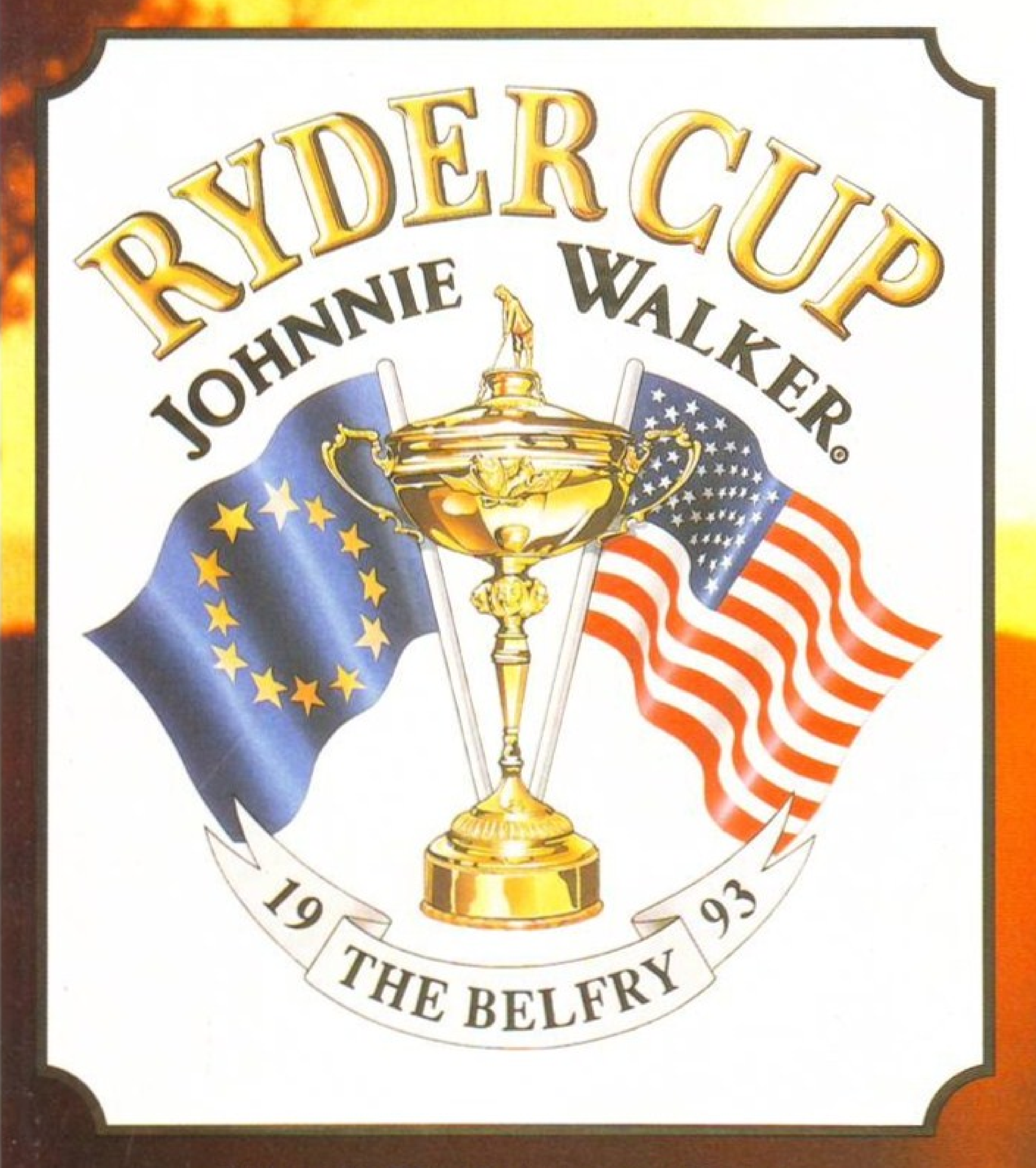
VERDICT

"Sort of quite enjoyable, really. But I can take it or leave it. You can't take it back now, though, not when I'm so close to the end. Just ten minutes, I promise..."

72%

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10 "Hot List" Games The GREATEST!	See listing to the right for current **HOT LIST**, or phone for latest changes. Children's games available.
80 Prog. Hobbyte PD Greats Pack II 10 blank discs, mouse mat, 80 capacity lockable disc box, plus dust cover	Includes top games like Battlecars, Star Trek, Computer Conflict, Megaball, dozens of arcade classics, board classics and 'shoot-em-ups', Utilities, Word Processor, Spreadsheet, Database + Desktop Publisher and the ultimate virus killers - a must for every Amiga owner!

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Virus Killer Disk,
80 Prog. Hobbyte PD Greats Pack - see 'Hottest Lot Pack'
The Works Platinum
Deluxe Paint III* with animation + 700 Clip Art pics
Digita Home Accounts
Any Two Hot List Titles

WP with UK spell chck, Thesaurus spreadsheet, 'Sideways' utility, database, graphics + comms module . Keep track of credit card and bank accounts, budgets, etc

THE HOT LIST

GREAT individually packaged games, BETTER THAN THE REST !! (previous RRPs up to £39.99 each)

Thunderbirds (7yrs+) ‡
F1 Grand Prix - 92% AF
Silly Putty - 90%+ lots of mags
Elf/Toki/Puzznic (counts as 2) ‡
Paperboy II ‡
Hunt for Red October
Colossus Chess @
Challenge Golf
Battleships classic board game
Graeme Souness Soccer
Neighbours
Frankenstein ‡ @
Captain Planet
Silkworm Helicopter 93% CU
Edd the Duck ‡
Stack Up ‡
Lemmings 92% AF
Round the Bend ‡
Continental Circus - 8 race circuits 92% AA@
World Cricket
Bart Simpson
Spiderman/Cptn America ‡ @
Ice Hockey
Xenon - C+VG Game of the Month
Blade Warrior - A Power, AF, AAction superb reviews
Toobin Rapid riding

‡ PARTICULARLY SUITABLE FOR CHILDREN (MAY NEED HELP)
@ NOT A1200 COMPATIBLE
TITLES MAY VARY

*DPIII needs 2MB for animation on HD models.

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PROGRAMMERS
MPS Labs

PUBLISHER
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PRICE
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Out now

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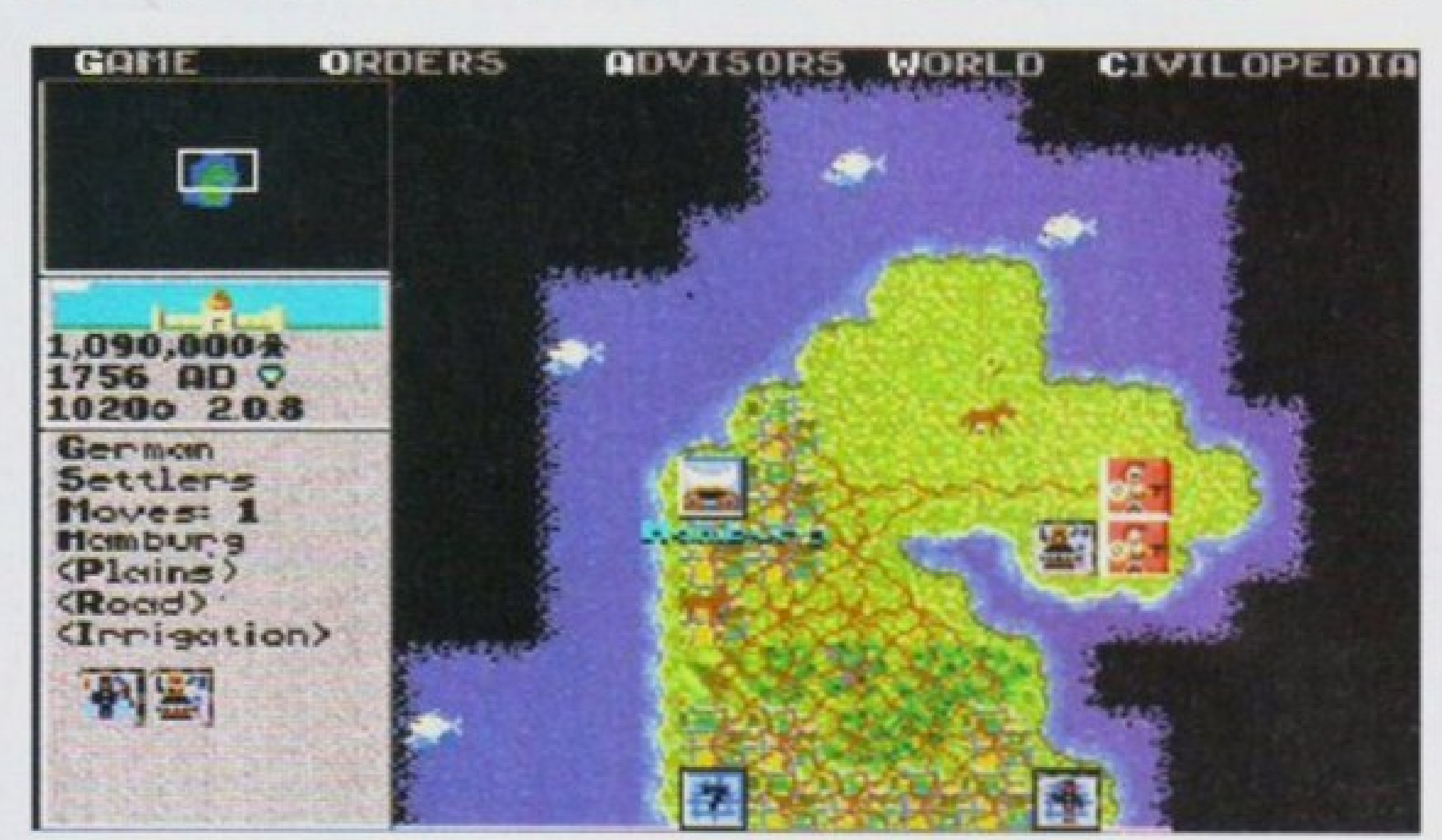
95%

CIVILIZATION A1200

The world's best god game just got even better. Sam Meier's epic history of the human race is now available on the A1200 and looks set to wow you all over again.

Civilization enables you control the destiny of one of eight tribes who are locked in a bitter struggle for power. In the beginning you've only got brute force and the sheer will to survive on your side, but as you explore more and more of the world, you discover a whole range of scientific discoveries which enable you to leapfrog your opponents and gain the upper hand. The thing to remember, of course, is that your Amiga-controlled rivals are all trying to do the same to you.





Here come the new, improved, better-looking barbarians. It doesn't stop them terrorising the local populace and trying to nobble your cities though. Obviously manners maketh man, not good looks.

The great thing about *Civilization* first time around was its sheer addictability and ease of use – even if you had never played a god-game before you soon got the hang of it and were hooked for months. Not surprisingly, the A1200 version looks and plays even better with a beefed-up graphics palette and stereo sound samples. The overall look of the game has been changed in a subtle way – waves lap the shore on the map screens while the animations have become smoother and more detailed. The sound effects also help to boost the game's realism with strident martial music when you come under attack, or hammering sounds when you're building one of the world's Great Wonders. It all adds up to an electrifying and absorbing gameplaying experience.

Forget *Populous 2*, *Mega-lo-mania* and all those other pretenders to the crown, the A1200 version of *Civilization* sets the standard for all god-games. Superb.

Andy Nuttall

WHALES'S VOYAGE

PROGRAMMERS
NEO Software

PUBLISHER
Flair 0836 327134

PRICE
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RELEASE
Out now

HARD DISK INSTALLABLE

75%

WHALE'S VOYAGE A1200

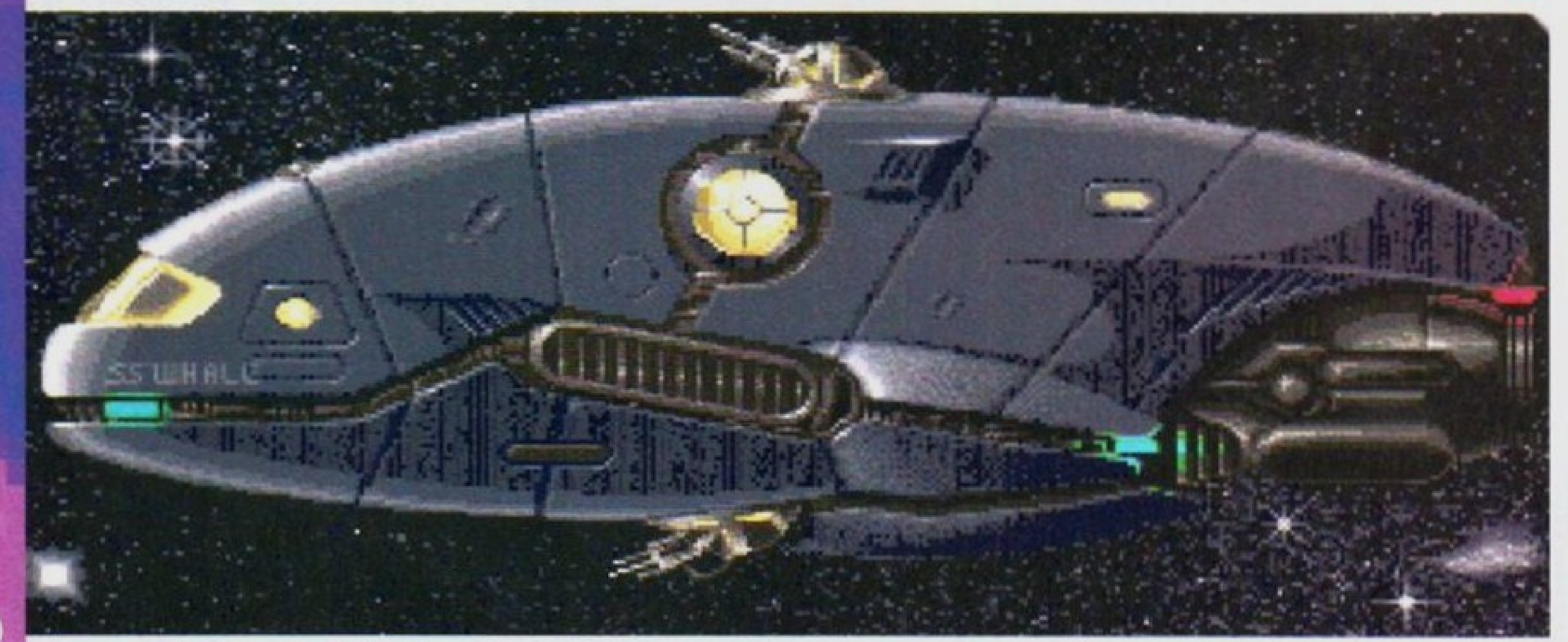
You've been left stranded and penniless in an ill-equipped spaceship above one of the most lawless planets in the solar system. You only have one choice – beam down to Castra or die.

Whale's Voyage is a space role-playing game (RPG) which places you in command of four adventurers and their quest for wealth, fame and happiness. The action takes place in both 2D and 3D modes and bears more than a passing resemblance to more traditional RPG epics like *Dungeon Master* or *Eye of the Beholder 2*.

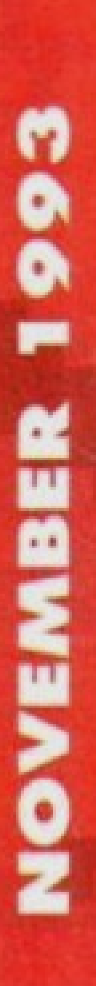
The original Amiga versions of *Whale's Voyage* looked great, but suffered from cumbersome joystick and keyboard controls – all too often you'd find yourself getting blasted to death by a gang of thugs while you were still trying to access the Combat menu. Unfortunately, the enhanced A1200 version does nothing to rectify this and you're left with a few graphical enhancements and some atmospheric sound effects to spice up the gameplay.

Even if you do overlook the game's shortcomings you're still likely to be disappointed – there are only six planets for you to explore and *Whale's Voyage* lacks the depth and sense of involvement found in other space adventures like *BAT 2*.

Rob Mead



Your craft, the SS Whale – looking unbelievably whale-like – takes you all around the universe in search of a suitable planet to live happily ever after on.



1869 A1200/A4000

You can't beat the feeling of power money brings, and there's plenty of money to be made in the A1200 version of *1869*.

It's the late 19th Century and the world is wracked with civil wars and international conflicts. In many ways, there's never been a more exciting time to launch a business venture.

You play the owner of a fledgling shipping company and you have to use your skills as a tactician and businessman to exploit the various trading situations around the world. If you succeed then your business expands, but if you fail, you could end up losing more than just your livelihood.

The A1200 version of this *Format* Gold winning game doesn't actually seem to be that much different from the original version – you get the same brief animation sequences and humorous interludes. You even listen to the same irritatingly nautical chip music.

However, *1869* can be best appreciated in multi-player mode with you and up to three other pals battling it out for ultimate control of the high seas.

Rob Mead



Another crowded night in the pub beckons. All good merchant traders know, however, that you should get straight in, press-gang a crew and get out again before you drink any grog.

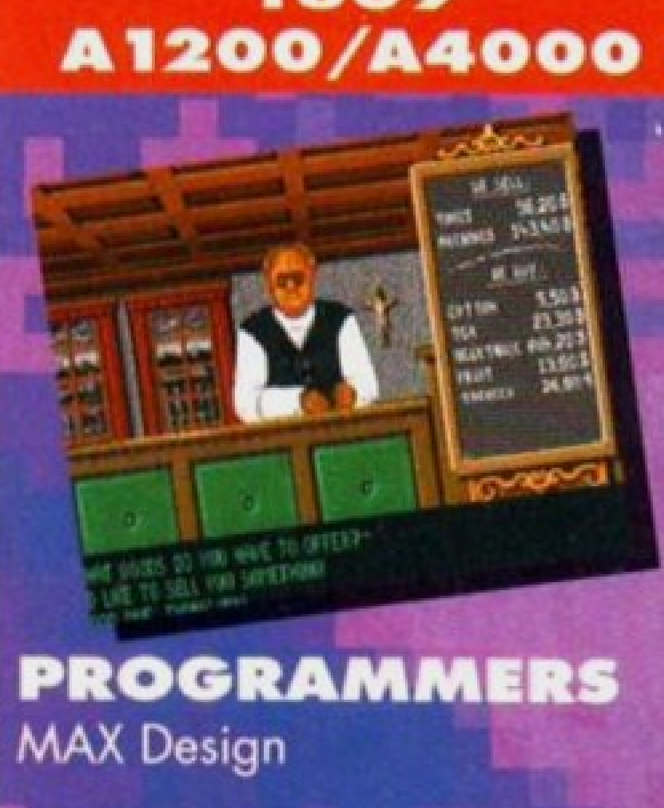


The main map. From here you send textiles and machinery around the world, import exotic luxuries and slowly lose money.



He might look like Chairman Mao but this is your banker and he's not likely to say 'political power grows out of the barrel of a gun.'

1869 A1200/A4000

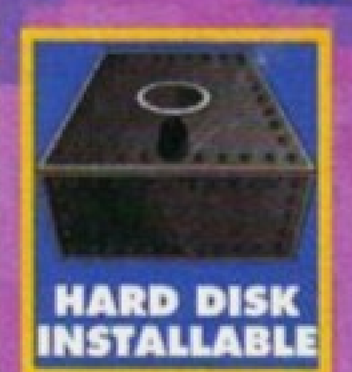


PROGRAMMERS
MAX Design

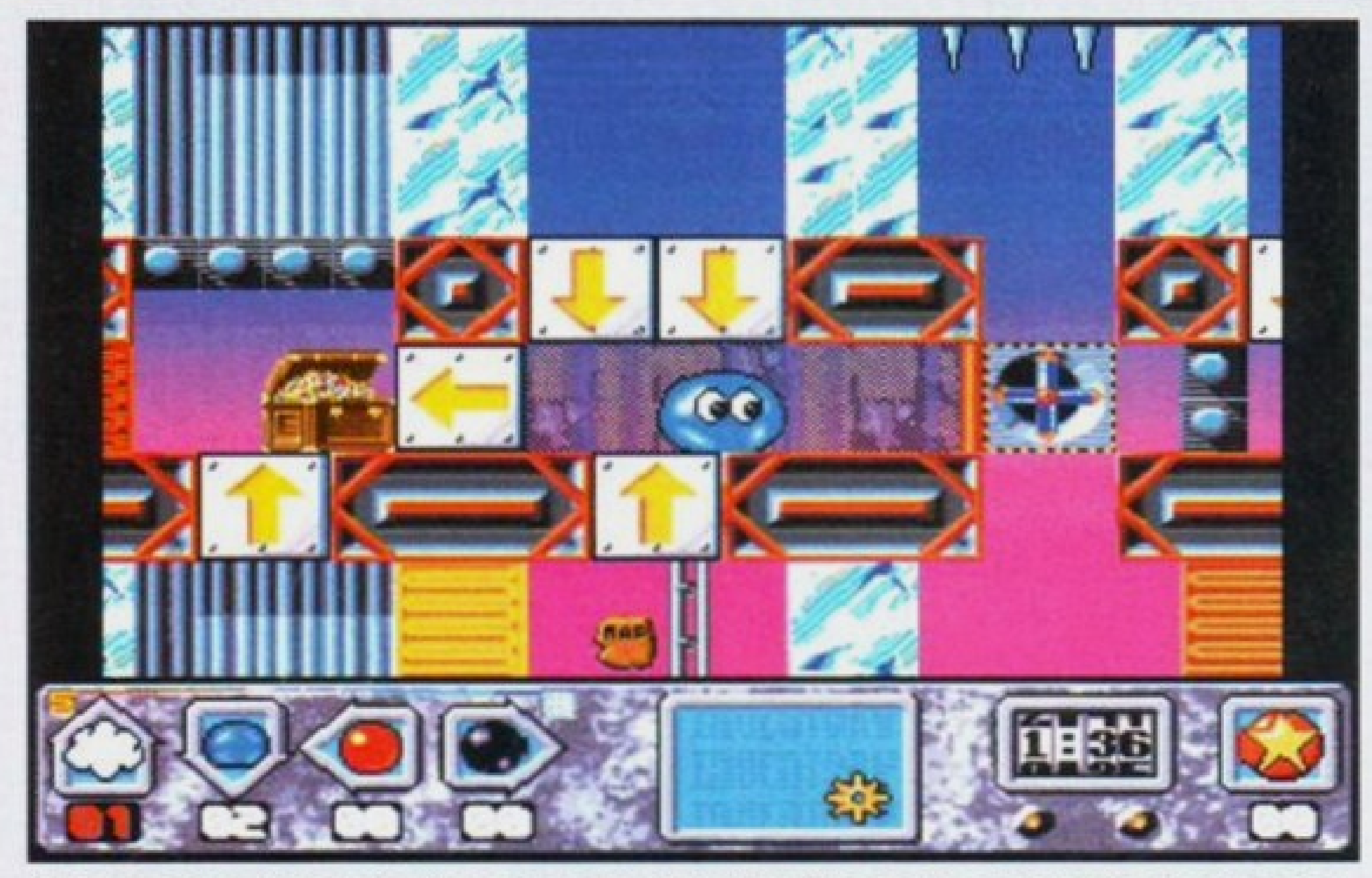
PUBLISHER
Flair 0836 327134

PRICE
£29.99

RELEASE
Out now



86%



Before you say anything, yes, it does look like *Putty*. *Putty* was frantic, arcade-style, blood-pumping action, though, while *Morph* is more cerebral, thoughtful and serene.

MORPH AGA



The excellent feature of *Morph* is that you can visit any one of four levels first – so if you get stuck, move to a different level. Simple, eh?

And the subject of this week's platform game is... matter reorganisation. Eh, wait a minute – what's that all about, then? Well, the main character in Millennium's new AGA-only release is a blob, similar to the one from System 3's *Putty*. This blob has the excellent party trick-type ability to change (or morph, hence the name) into any one of four states: gas, liquid, rubber or solid.



With *Morph* you not only get to bounce around, but drift around like a, er, cloud of steam from a kettle. in a kitchen. Good grief.

Using this amazing ability, the idea is to make your way through 36 levels of puzzles and traps. Some traps will only snag you if you're in a particular state: for example, the spike will burst a rubber ball, and the extractor fan will suck any passing gas into oblivion. Sometimes it's necessary to fall through a grid, which is only possible for a liquid, whereas you need to be a gas to climb up a pipe. These puzzles and traps seem simple to negotiate, but given that you have a fixed number of 'morphs' things get more difficult.

Morph is expertly designed and programmed. The A1200 game has an extra 12 levels and 256-colour graphics throughout. The extra levels make the game more difficult, so Millennium have responded to complaints that the original was too easy. A1200 owners will relish it.

Andy Nuttall



MORPH AGA

PROGRAMMER
Peter Johnson

PUBLISHER
Millennium 0223 844894

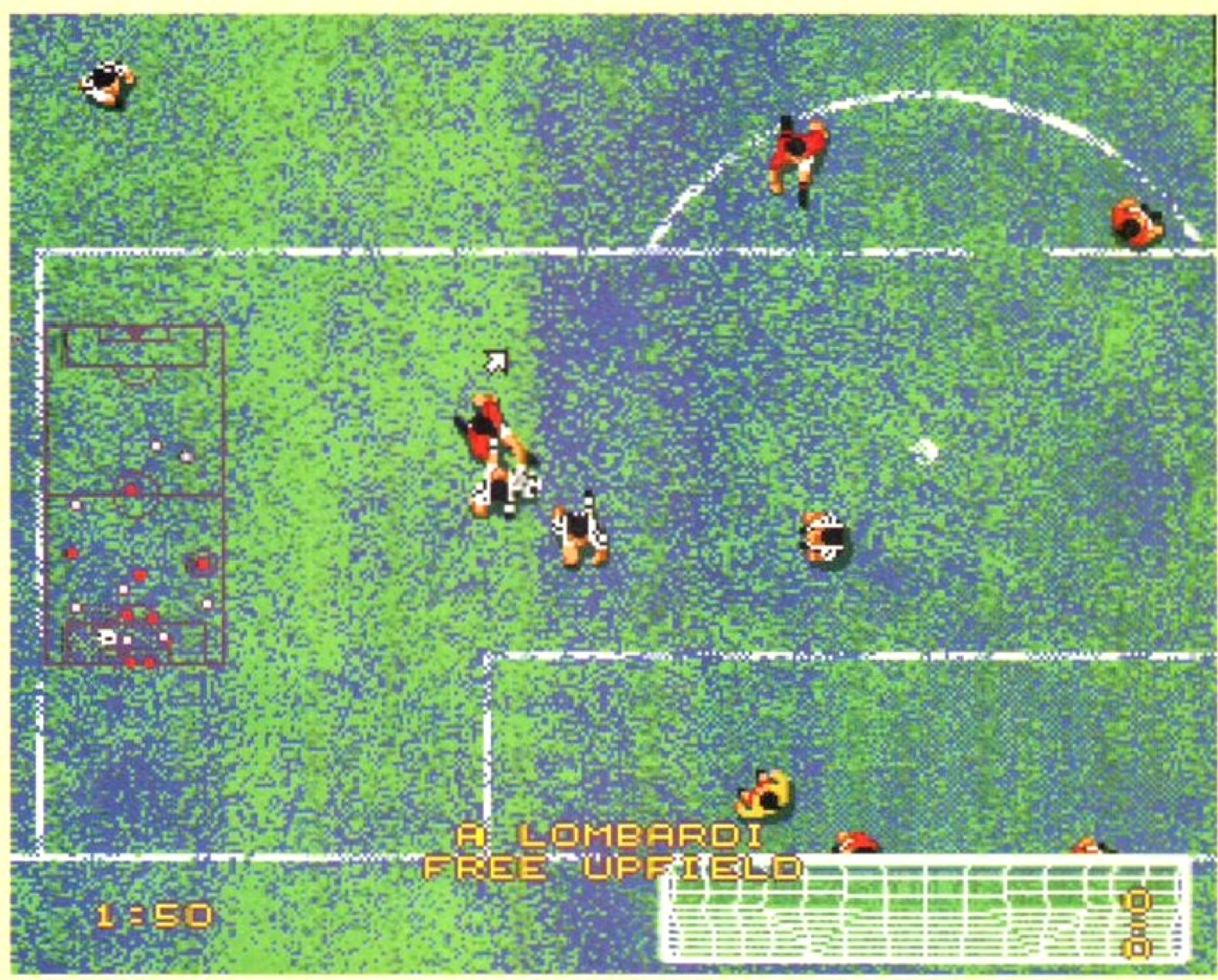
PRICE
£29.99

RELEASE
Out now

85%

EUROPEAN CHAMPIONS

Nowadays soccer skills are not measured by how tenacious your tackles are, but the way you waggle your joystick. At the flick of a wrist you could be on your way to Wembley...



Wet pitches. Who needs 'em? All that splashing around, a wet ball hitting you on the thigh at 50 miles per hour. Ouch! In this view of the pitch, the players run like sprinters, knees flying up to their shoulders. As you can see, the scanner on the left gives a clear indication of where Mr Lombardi is, I think.

When football was invented by Yorkshireman Albert Soccer in 1863, he couldn't possibly have imagined how popular it would become. And when Barnsley housewife Agnus Chippy unleashed the first computer on an unsuspecting public in 1950, she could surely not have forseen the demand for the 'football simulation'.

Who can be bothered playing real football these days when you can sit at home and pretend to be Ryan Giggs? And it's no wonder the national team are struggling when John Barnes plays all his matches at home on his Amiga (allegedly).

Step forward *European Champions*, the latest option-packed contender. Select the strength of the wind, have a lenient referee, use the video replay system, play sideways or top down, use manual radar mode, select PingPass or PointPass, play for 90 minutes on astroturf, on skill level 10 – and then have a game of football. It's as simple as that, really.



Tactical awareness. Do you play the long ball, pass to feet or use a zonal strategy? I just keep on pressing that firebutton – it nearly always works for me.

Time for a change

But are these the options we want? No. It's time for something different. What about a Football Style game, where you shape a footballer's look, right down to his haircut? Marks could be awarded by Football Taste Police (or your Amiga). For instance, a BMW driving, bubble-permed Cockney with a four-bedroom semi in Hemel Hempstead would be awarded, say, five out of 10. But give him an E-type Jag, a bob and a two-bedroom townhouse in Fulham and the mark could shoot up to seven. Add to that cowboy boots and an affair with a 'supermodel' and you're staring down the barrel of a nine. Then you get to play in the Cup Final. However, I digress.

European Champions is at least attempting to be different. The sprites are bigger than Gordon Strachan, but when playing top-view down, they run in a very strange manner. And with a rather restricted view, it can get a bit confusing at times. The side view is similiar in look to Manchester United Europe, but the play is far quicker. It's a matter of personal preference – the side view is my favourite in this game.

Get to grips with the game

Passing the ball should, in theory, be a simple exercise. Not so in *European Champions*. The manual does its level best to explain the options available but it's tough going. You can find yourself playing sweeping moves and scoring fantastic goals without really knowing what you did. OK, you pick it up gradually, but it's heavy going.

And I have other gripes. There are no black players, the scrolling occasionally falls behind play, and goals are sometimes awarded when the ball hasn't crossed the line. And the crowd sound like they are singing in a toilet. But the ref plays advantage (nice to see), you can commit barging fouls, and the goal celebrations are spectacular.

European Champions tries hard to please. It makes the right noises without quite hitting the mark. The number of times I've been bearing down on goal and attempted to shoot, only to see the ball passed out to the wing. Oh, it's my fault, but it's just a mite too confusing for my taste.

It's not a bad game. It's just that there are better football games available. Top marks for trying to do something different, but beaten by a goal in the dying minutes.

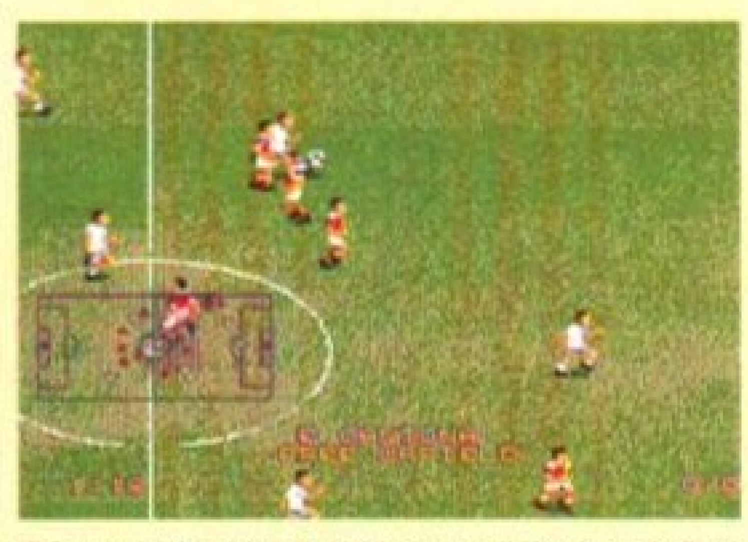
Stephen Bradley



You join us in an incident-packed first half. Leeds and Arsenal players have joined together in a wonderful performance of the Floral Dance.



One player has finally got hold of a football. Someone called E. Cantona appears to be free upfield. I don't think I've heard of him before.



The scanner politely informs us that the midfield is somewhat congested. Hurry up, that E. Cantona chap isn't going to be free forever.



Meanwhile Wallace winds his way up the pitch and takes possession of the ball, marked by a Roger Moore *Saint*-like hovering white halo.



As halo turns to an arrow, Wallace is urged to shoot at the goal. Around him players scamper in different directions, scared of the consequences.



But Seaman saves it and the score stays at 0-0. Now it's number nine's turn to show Seaman it was just luck, not skill that saved the day.

EUROPEAN CHAMPIONS

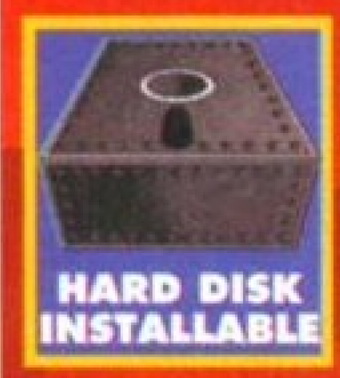


PROGRAMMERS
Graham Blighe, Herman Serrano, Richard Beston

PUBLISHER
Ocean 061-832 6633

PRICE
£25.99

RELEASE
Out now



GRAPHICS
Like real little men, almost.

SOUND
Songs from the big cubicle.

ADDICTION
Fun when using the side view.

PLAYABILITY
Gameplay too fiddly.

VERDICT

"A skilful game which scores well in most areas, but still doesn't quite match the mark of the more playable football sims which are already out there."

73%

GET

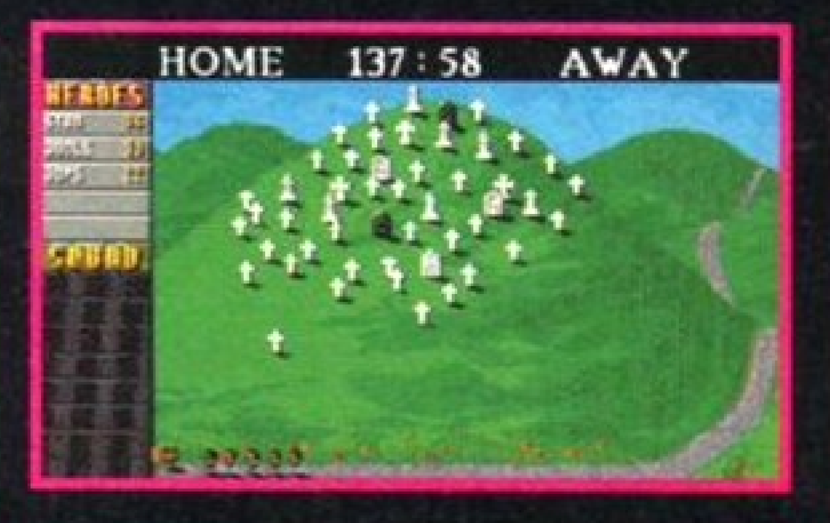
We've been getting a bit bored of single-disk issues on old tat on another one for the sake of it. But then, as

TWO COV

But not just any old two coverdisks. Disk One will be very best from the world of PD, certainly, but Disk

Jon Hare, Orchestrating Director, Sensible Software:
"We're going to take AMIGA POWER readers back in time, to an age when *Cannon Fodder* was young. We're going to give you not just one demo of it, but a whole series of demos which chart the game's progress over the last few months, so that you can see the game forming and growing in front of your very







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THURSDAY OCTOBER 14.

THIS!

AMIGA POWER, but we didn't want to just shove any luck would have it, something special came along...

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full of our usual blend of top-notch demos and the Two, well, let's hear it from the horse's mouth...

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AMIGA POWER

The world's least tedious Amiga games magazine.

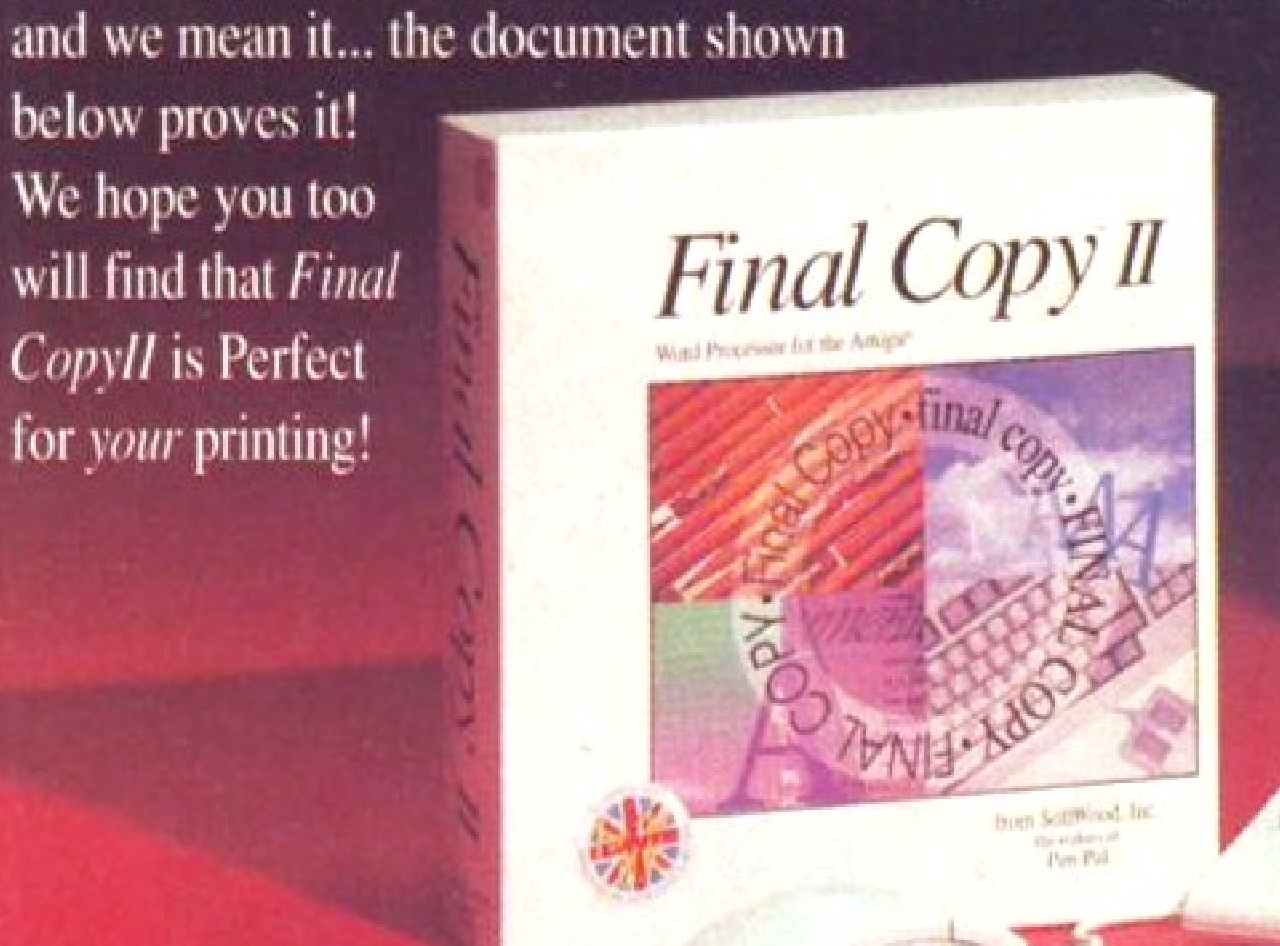


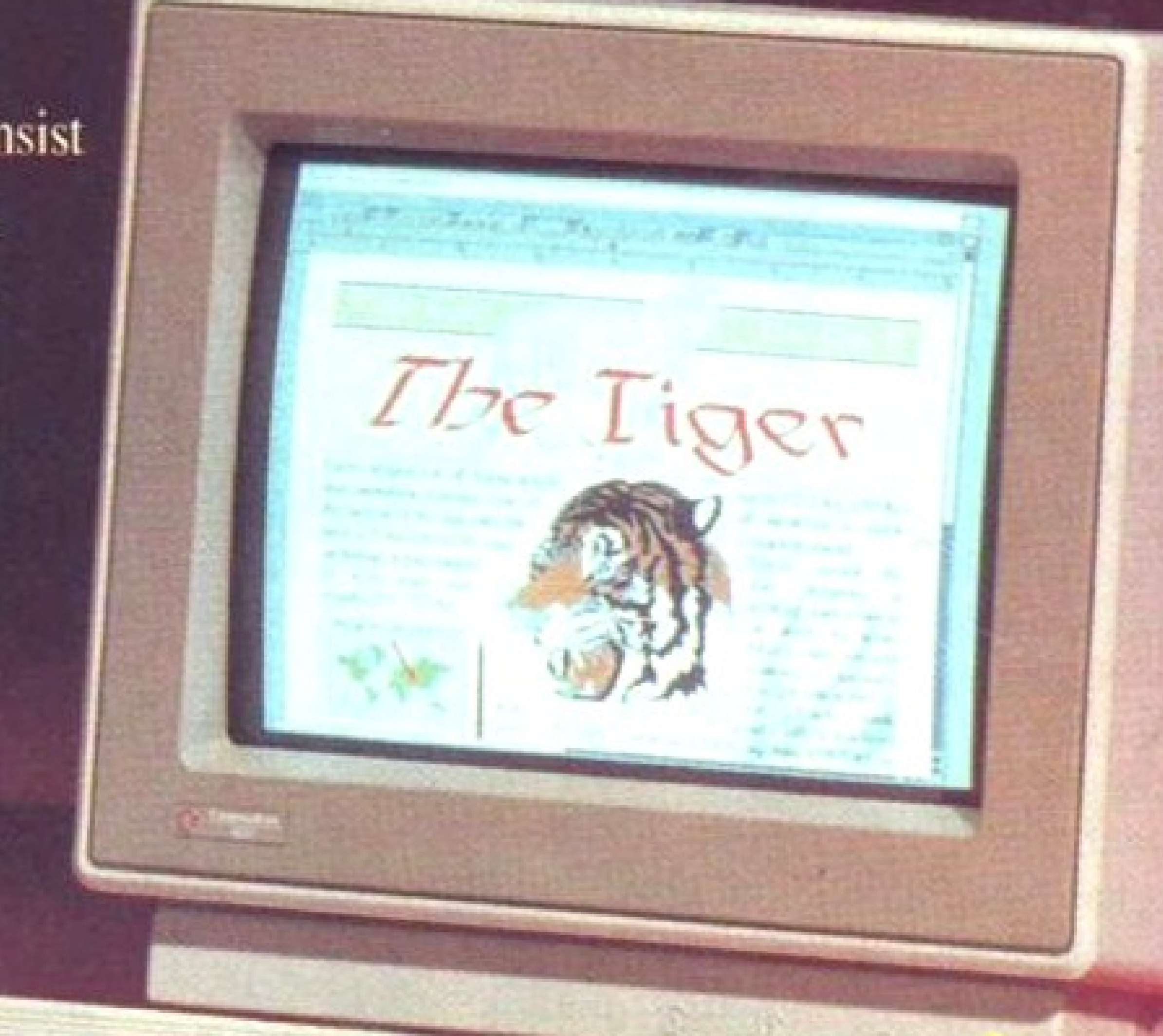
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Wildlife Report

The Tiger

Large striped cat of Asian jungle and mountain regions. One of the largest of the big cats, the tiger is 3-4 m. (10-13 ft) long, including a tail 1 m. (3 ft) long, and weighs 227-272 kg. (500-600 lb.). Both sexes are immensely strong, enabling them to bring down and overcome animals the size of buffaloes. Their main prey is deer, antelope, wild pigs and bushbucks.

Lacking the stamina for a prolonged chase, tigers rely on their striped markings to conceal their movements as they silently creep up on their victims before making a sudden rush from behind. They kill by first knocking the animal down with a blow of the forepaw, or pulling it down with the claws, then suffocating it with a powerful bite at the neck or throat. Tigers swallow meat in large chunks, using their teeth to cut rather than to chew, and eating up to 22.5 kg. (50 lb.) of meat in a single meal.

Tigers spend the day sleeping or resting and emerge at dusk to hunt. Males are usually solitary animals, except during the breeding season. Each male marks off a territory of from 65-650 sq. km. (25 sq. miles), which contains several females and which he defends against other males, marking the boundaries by spraying a mixture of both his urine and scent.

Tigers once ranged all the way from China to Turkey, but today their range are largely confined to India and South-east Asia, with smaller populations in China, Siberia and Turkestan.

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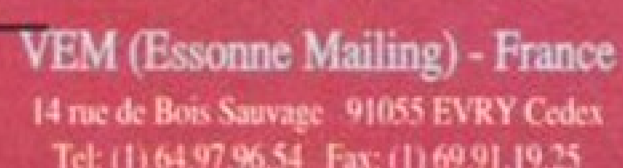
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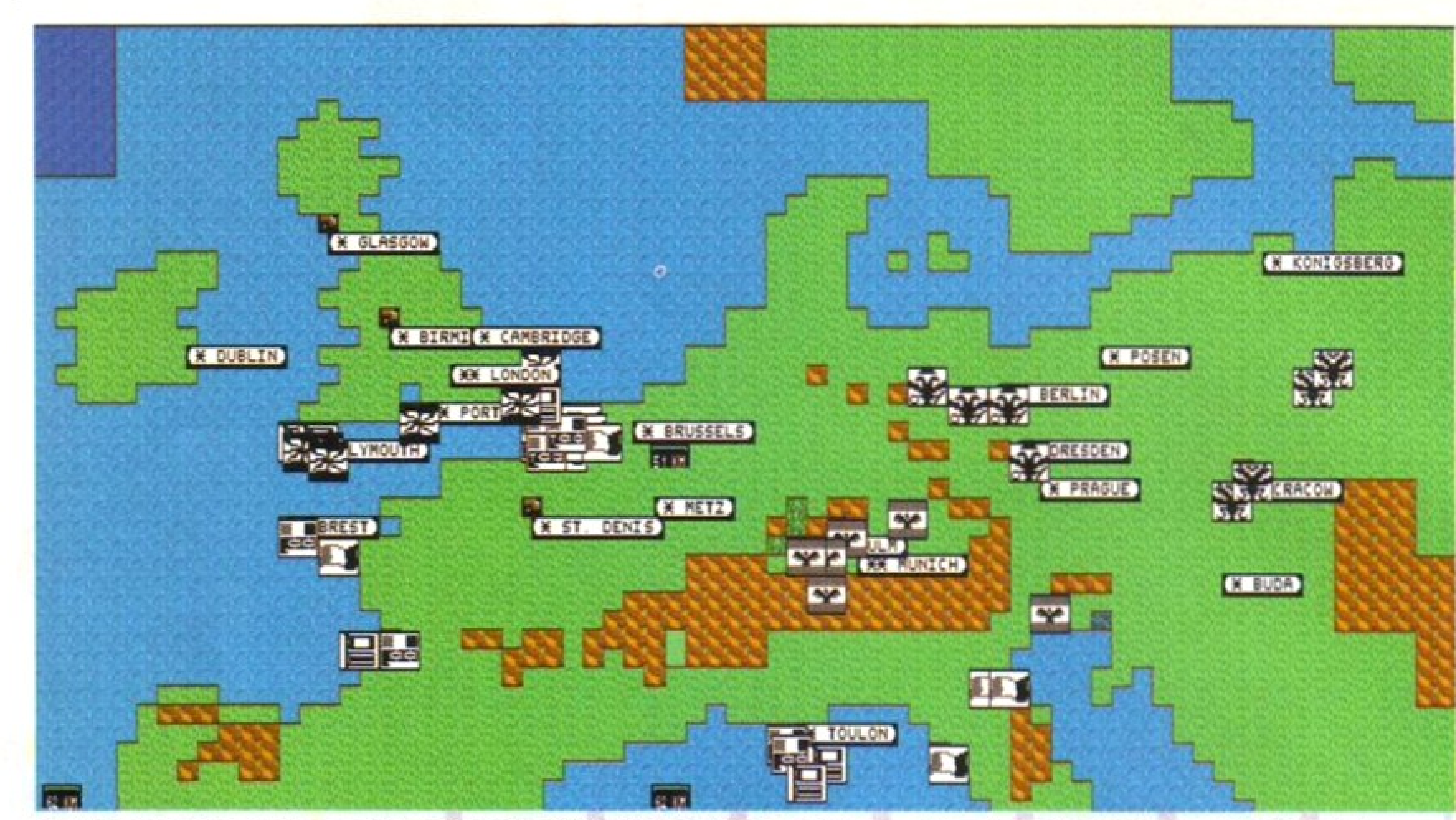
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"But when the blast of war blows in our ears, then imitate the action of the tiger." Or you could sit down at your Amiga, boot up UMS and forget to feed the cat...



The Napoleonic years. This is one of four levels of display (five if you count the largely useless globe option, where you see one side of the whole planet). At this level of detail only the major armies are shown. Which is just as well because when you get down closer it can get a mite confusing.

UNIVERSAL MILITARY SIMULATOR

THE COMPLETE COMPILATION PACK

Phew, what a package! Five manuals and 12 disks covering all the various *UMS* releases: the original and frankly rather dated *Universal Military Simulator* itself, plus sequel and upgrades *UMSII: Nations at War, UMSII: Planet Editor* and the *UMSII Civil War Scenarios.*

The first thing that strikes you about the package is that it's all rather disorganised. If the developers had bothered to re-write the manuals and repackage the software life would have been a lot easier.

An example. There are no instructions on installing the first *UMS* on hard disk. To install *UMSII* there are Shell commands for you to type in (which are wrong, incidentally; the command `path udisk:` should have `add` after it) and to install *UMSII: Planet Editor* you must use icons. Consistency would be good.

It's also rather wearing to plough through five manuals, covering over 600 pages, and five installation procedures when one of each would have done. However, you do get a lot for your money at around half the price you'd have had to pay for the complete set. Shame it's all slapped together rather than lovingly crafted.

UMS, huh!

What is it good for? Well, quite a lot actually. The package breaks down into two definite sections – *UMS* and *UMS II.* Both offer a lot of possibilities. The surprisingly aged *UMS* itself is still a damn good skirmish controller. Over a small playing field you can recreate any two-sided conflict, although it can be frustratingly slow at times. Once you get into the heat of battle, despite some rather cheesy samples emanating from your speaker, you do get involved.

The options are excellent, letting you view the battle from any angle and zoom in and out as you wish. You can even switch sides half-way through a battle if you don't like the way it's going. You can play against the computer, letting it choose its own tactics, or you can force it to attack you through the middle, try to out-flank you, defend and so on.

UMSII is a different thing altogether. You have an entire world as your playing area, with multiple opponents and allies, all of whom have artificial intelligence (of a sort) that you can manipulate. There are very powerful display options which let you zoom from viewing the globe into an area of a few hundred square miles and colour graphics!

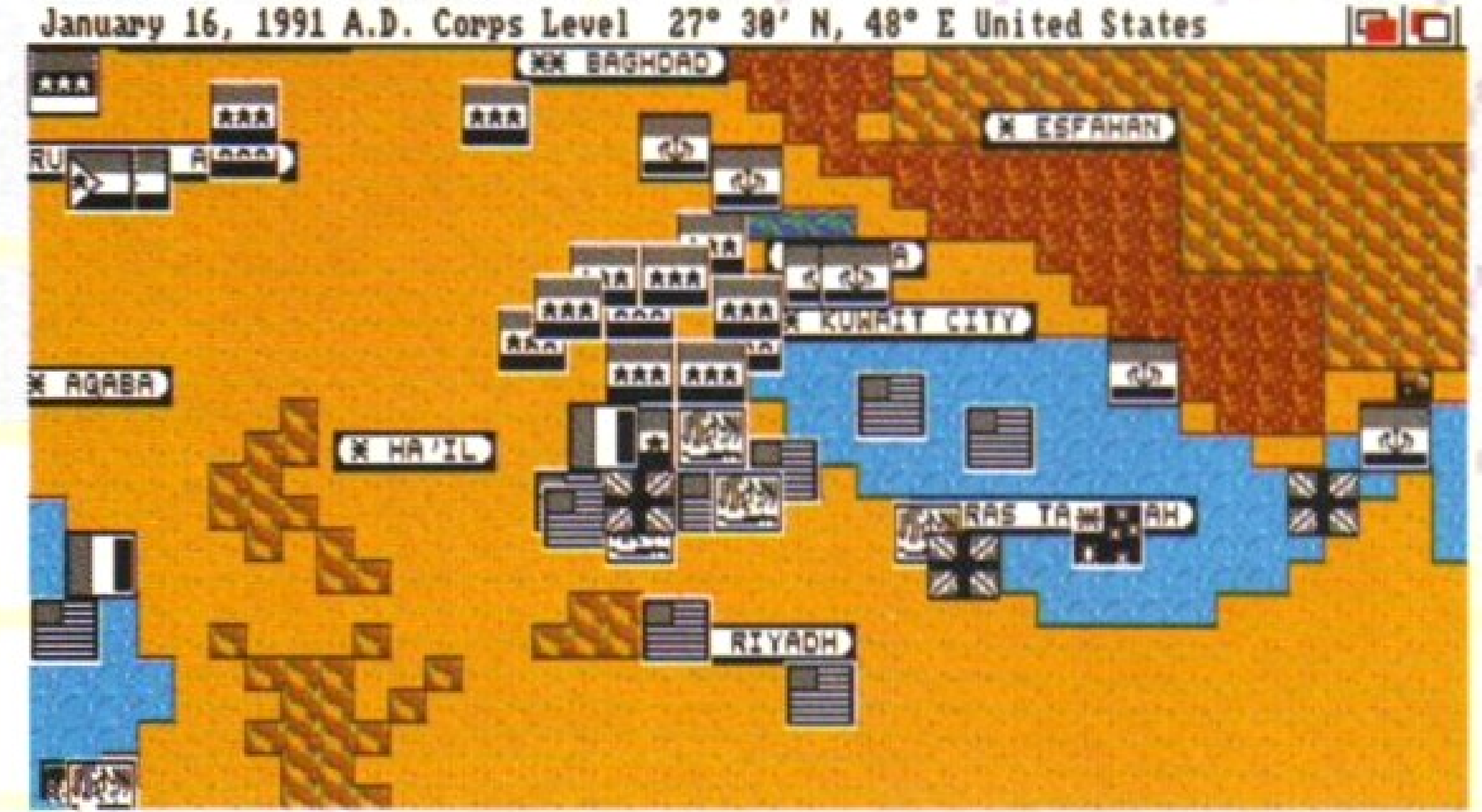
Like *UMS, UMSII* can be very slow at times. If you play the Desert Storm scenario it takes several minutes for all the computer-controlled nations to make their moves, and that's on an A1200. On the plus side, the moves that are finally made are rational and within the parameters set by the Artificial Intelligence options. Rome wasn't built in a day, nor did it fall in one.

Design-a-planet

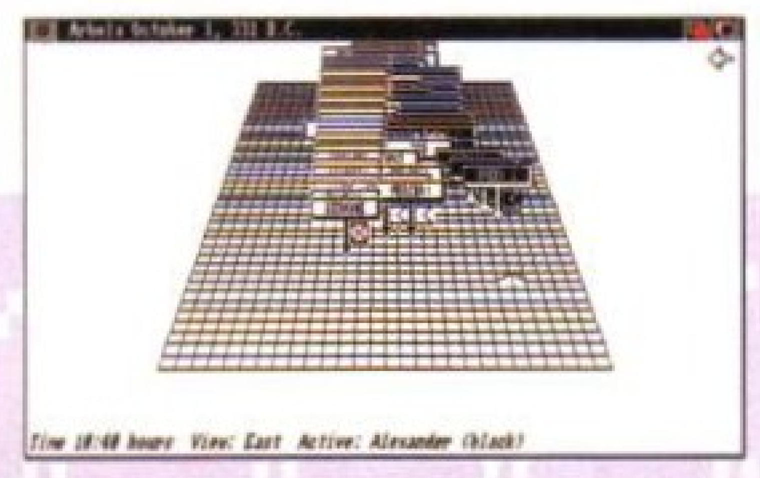
One of the highlights of *UMSII* is the Planet Editor. You can create all kinds of terrain features, place cities and towns, designate nations and alliances and then, of course, force



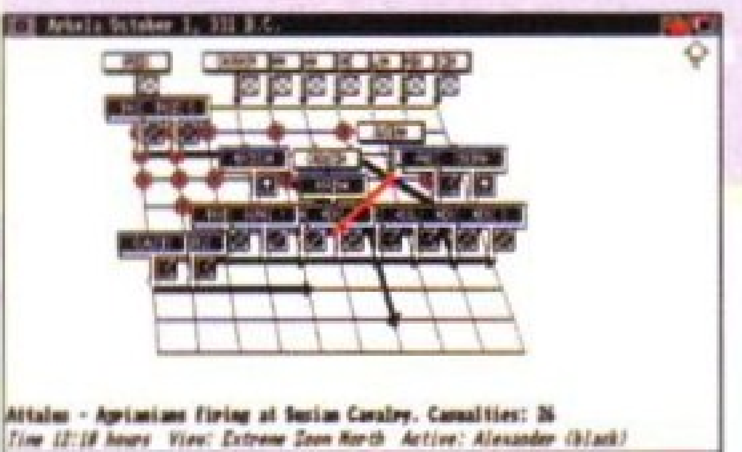
When you make your own planets, you too can have Arctic wastes within a few miles of desert. Think it's time to add a swamp or two.



I reckon Saddam's going to come under a bit of pressure later on in the game. Still, his men look quite strong at the moment.



Alexander vs Darius at kick-off. Graphics like this bring a nostalgic tear to the eye, don't they?



Now they're getting stuck in. Those Greek lads look a bit handy.

them all to kill each other. It's all very healthy and natural, even spiritually rejuvenating. God must be laughing.

Flawed genius?

UMS suffers from a greatness that is also its fundamental flaw: its versatility. With *UMS* you can recreate any conflict from any age. Indeed, there are several scenarios provided with the game ranging from Alexander the Great, through the Napoleonic wars to Desert Storm.

As well as the provided scenarios, you can create your own. With the editing facilities you can roughly recreate any type of military unit from a dragon to an anti-grav sled-mounted thermonuclear Gauss Cannon. The problem is that you might well end up giving these two vastly different entities pretty much the same statistical values, with the only difference being their name.

UMS is likely to lose out on atmosphere in the long run, for this very reason – there is little difference in the feel of the game whatever epoch you are playing. A Roman road looks much the same as a 12-lane highway.

A game like *Campaign*, which is much richer in atmosphere, cannot compete with the long term appeal of *UMS*. It does, however, make use of the Amiga's tremendous graphics potential in a way that makes *UMS* look like it isn't trying. The *UMS* control system is cumbersome too, relying almost entirely on pull-down menus instead of point-and-click.

In all, *UMS* is a must for the serious war gamer. If spending Saturday afternoons in draughty village halls shuffling thousands of tiny little men around a big polystyrene-and-rubber playing field is your idea of a good time then *UMS* was made for you. But it is serious stuff, and therefore not recommended to more frivolous gamers after a quick thrill.

Richard Jones



VERDICT

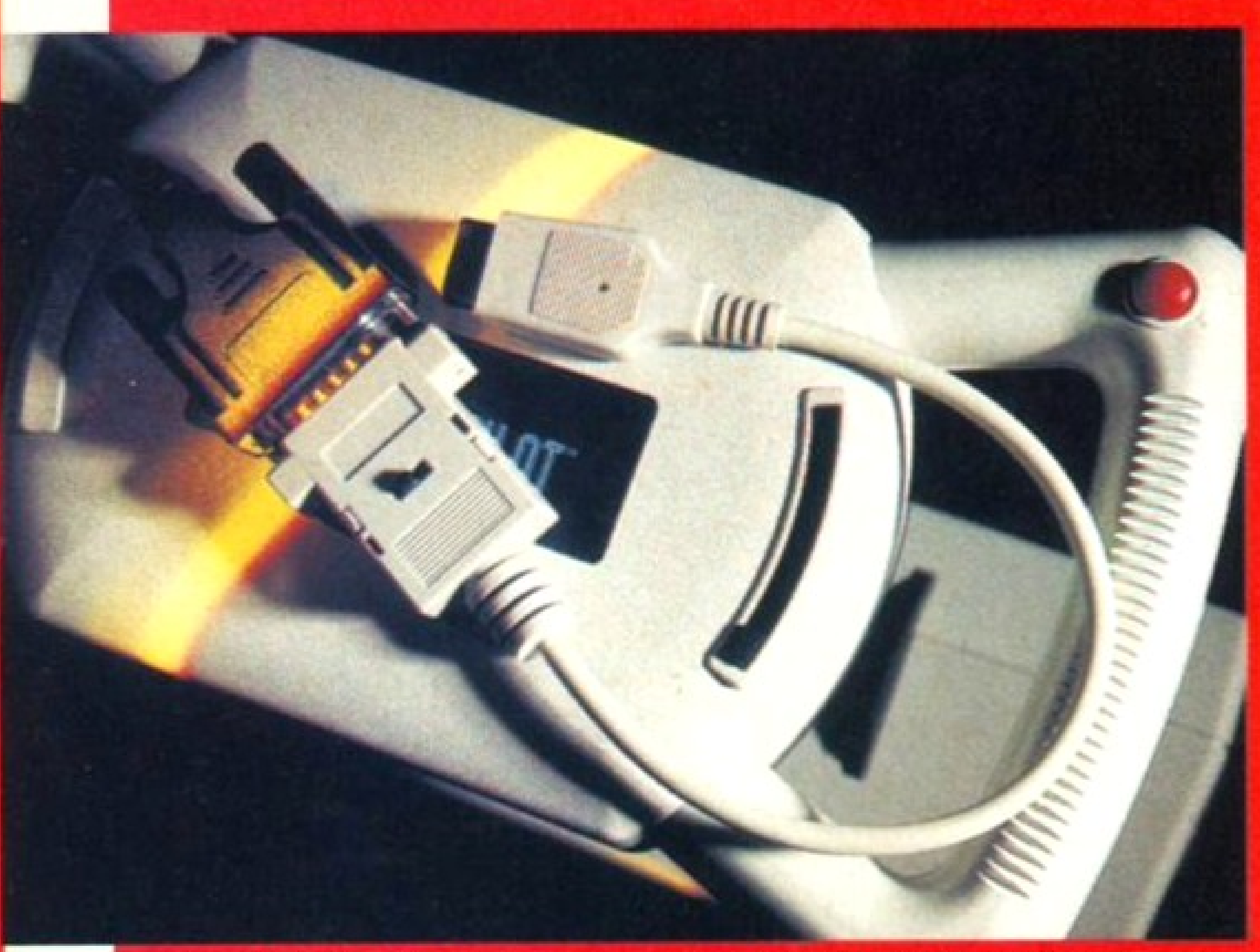
" A package that gives you a lot for your money, even though it is thrown-together. Only for serious war-gamers. "

74%



WIN!

40 analogue joystick interfaces up for grabs



With a Digi Print interface, you can use a smart IBM PC joystick like this: it not only looks and feels the part, but it also gives your plane realistic response and feel.

Flight sim freaks – ultimate control is within your power! For ultra sensitivity in manipulating your aircraft through the toughest of missions, an analogue joystick is a must. Sadly for the Amiga decent ones are rare. For the PC, however, there are plenty to choose from, and this is where this excellent interface from Digi Print comes in.

Available from Lightwave for £14.99, the DP IBM analogue interface (reviewed *AF*49, 80%) is a short grey cable with a standard Amiga 9-pin plug on one end, and a 15-pin socket where the IBM joystick plugs in, and it makes flight sims far easier to control.

There's a huge range of games that support analogue on the Amiga including *Birds of Prey, A-10 Tank Killer v1.5, F15 Strike Eagle II, Flight of the Intruder, Knights of the Sky, Red Baron, Flight Simulator II, Dog Fight* (out soon), *MiG 29, MiG 29 Super Fulcrum, F-19 Stealth Fighter, Air Warrior, Gunship 2000, Jumpjet, Nova Nine, Formula One Grand Prix, Ancient Art of War in the Sky, Tornado* (out soon), *Reach for the Sky, A320 Airbus, F16 Combat Pilot* and *Mansell's World Championship!*

Well, if that huge list of games isn't enough for you to get excited about, then we don't know what is. Now for what you have to do to get your hands on an analog interface is answer the following questions.

a) Which hi-tech Russian fighter plane crashed recently in an airshow in Britain?
b) Which World War II flight simulator won an AF Gold in Issue 48?
c) How many pins are there in an IBM joystick socket?

Send your entries on a postcard, or sealed envelope to: Flying High Comp, *Amiga Format*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Usual rules apply.

THE RULES: No employee of Future Publishing, Digi Print or Lightwave can enter this competition.

CAESAR DELUXE

Ave! A funny thing happens on the way to the forum as it emerges that Impressions' already excellent Roman sim is now upgraded...



"It's like this, boss," protests Claudius Dubius, representative of the citizens. "The people want a new fort, or they may soon be revolting." "But they're already revolting," Caesar replies wittily...

Creating a sequel is a difficult task, particularly if the game you are trying to enhance is a classic in its own right. *Caesar* had everyone donning a toga and plumed helmet, prancing about in front of their Amigas with delight (well, we did). Perhaps it's a good thing, then, that *Caesar Deluxe* has been designed to tweak and complement aspects of the original rather than introduce drastic changes.

Civis Romanus Sum

If you attach no significance to the name *Sim City* then you have truly missed a classic – a rigorous test of urban planning and development. *Caesar* was a clone of that landmark production. Nevertheless, it received the coveted *Format Gold* award thanks to added dimensions of defence and conquest and its cute little houses.



The object of *Caesar* is to help the empire by establishing a city within the province over which you have jurisdiction. Building the city is difficult because you must monitor many aspects of its development, but your ability as a governor are represented by the four pillars of Roman civilisation: Peace, Culture, Prosperity and Empire.

AMIGA GOLD FORMAT

Increasing each of these is hard, but the difficulty of juggling several problems at once is what makes *Caesar* so fascinating. The state of the first three aspects can be improved by building defensive walls, creating more amenities for your citizens, increasing industrial output and so on. Your imperialist abilities, on the other hand, are gauged according to your city's expansion on a provincial level and a new feature allows you to create Imperial Highways which connect your city to other provinces as well as other towns.

This makes *Caesar Deluxe* even bigger than its predecessor. Just remember, though, that you'll also have marauding barbarians pounding at your gates and other disasters to cope with, so preparation for the worst is essential. A catastrophe can have repercussions which shatter the city, but desperately taking steps to save it is just as enjoyable as watching it grow.



Then, as now, independent financial advice was crucial and the new *Deluxe* council member fulfils this role. (Caption sponsored by LAUTRO).

Dulce et decorum est...

In order to develop the city you must monitor its progress and this is done with the help of several advisors who are found at the forum. Here, the changes rung by *Caesar Deluxe* really begin to show with the addition of another counsellor to your merry band. He joins the existing oracles of fiscal and social information as a sort of Department of Trade and Industry inspector (BC), offering advice on industrial expansion in your province.

An odd change to the game is that slaves are now called 'plebs'. Other enhancements in the game are mainly designed to add to the fluidity of play, and include a rearrangement of the main icons and the addition of a viewfinder to the main, bird's-eye view window. There's also a panel that explains icons as you slide your mouse-pointer over them frantically while the city burns to the ground. The new control system only fractionally improves the whole arrangement, but it was already excellent in the first place.

Overall, the game has been polished in all respects, right down to packaging and documentation, but don't expect this to be a sequel. Impressions have almost achieved a version that is geuinely 'Deluxe', but you have to ask yourself whether it is worth paying £14.99 for a what is only a very slight upgrade.

Caesar remains a classic and if you don't have the original invest in this. However, with the impending release of *Sim City 2000*, a new empire is about to be founded.

Rob Mead



Cogito Ergo Sum City. The viewpoint and the gameplay both show the influence of Maxis's classic town-building strategy simulation.



CAESAR DELUXE

PROGRAMMERS
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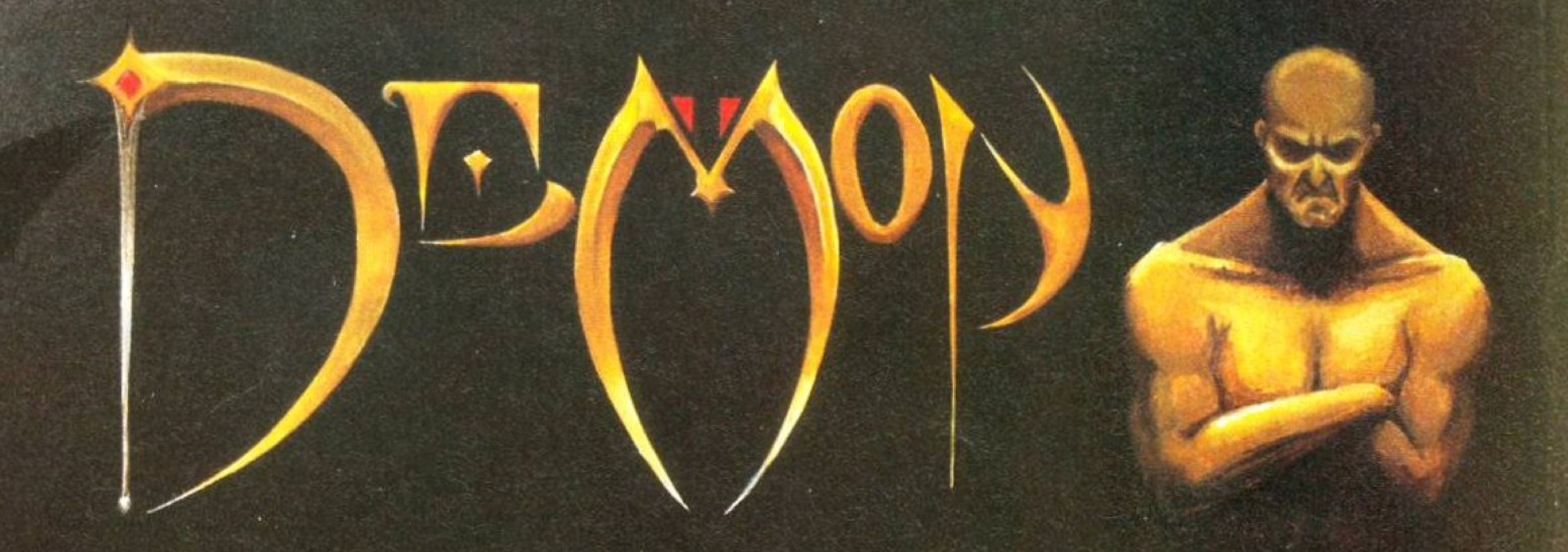
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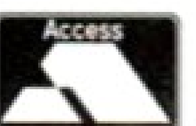
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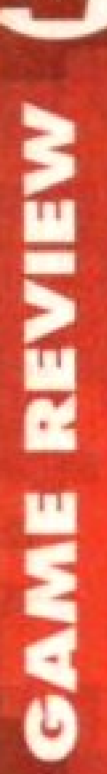
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MICRO MAC

Look, I really don't want to write about this game, I just want to play it. Even as I sit here, somebody has wandered over and started playing it and already I'm jealous. Maybe I could have a quick game? But then there's no such thing as a quick game of *Micro Machines*.

It's probably a bit complicated to explain, but please bear with me. You race a very small car across a breakfast table, avoiding milk and cereal. It's that simple. (I lied before.) All right, you also sail boats in the bath, fly helicopters in the garden, drive tanks across a games table and negotiate racing cars around a pool table. And it's absolutely bloody brilliant. I don't think you need to know anymore than that really. Stephen Bradley. *Amiga Format.*

Right, now it's time for a game of *Micro Machines*. What do you mean you want to know more? Shoo. Go on. Outta here.

You can't talk about this game. Not like, say, *Soccer Kid*, where you can tell your mates about all the clever tricks he can do, and the interesting places he goes. These diddy cars haven't got any special characteristics. They're small and they zip around the house. End of story.

OK, OK. It's for one or two players. Satisfied? All right, here's more. Five smirk-inducing, but dastardly deeds you can do to your mates in *Micro Machines*. **1.** Force their

Garden sprinklers are the curse of the chopper. Jan Michael Vincent from *Airwolf* was only last week telling me of the problems they cause.



Dice with death before losing your marbles. Play Toy Soldiers in Martika's *Kitchen*. Get tanked up on some draught beer and fall on the floor.





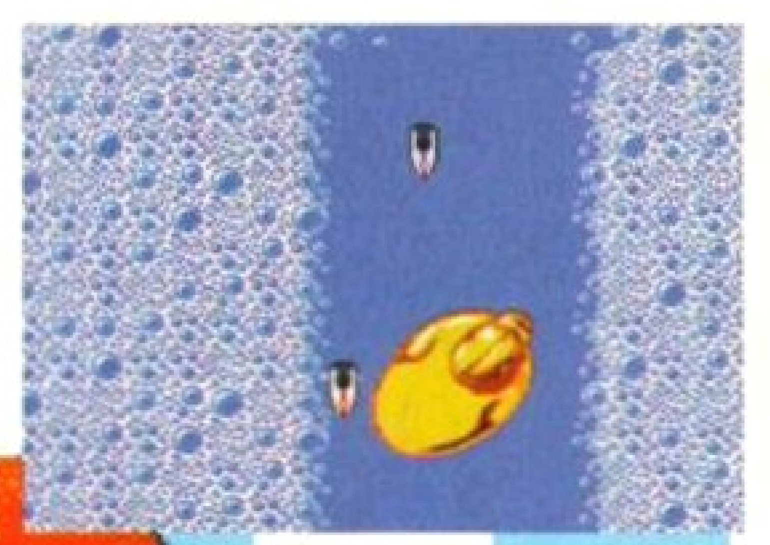
powerboat down the plughole in the bath. **2.** Knock them into an orange. **3.** Edge them off the side of a ruler. **4.** Blow them up with your tank. **5.** Nudge them onto a lawn sprinkler. And the thing is, it's all so wonderfully childish. Married men have sat before the screen, giggling after bashing each other's boats into a rubber duck.

This game is not sensible.

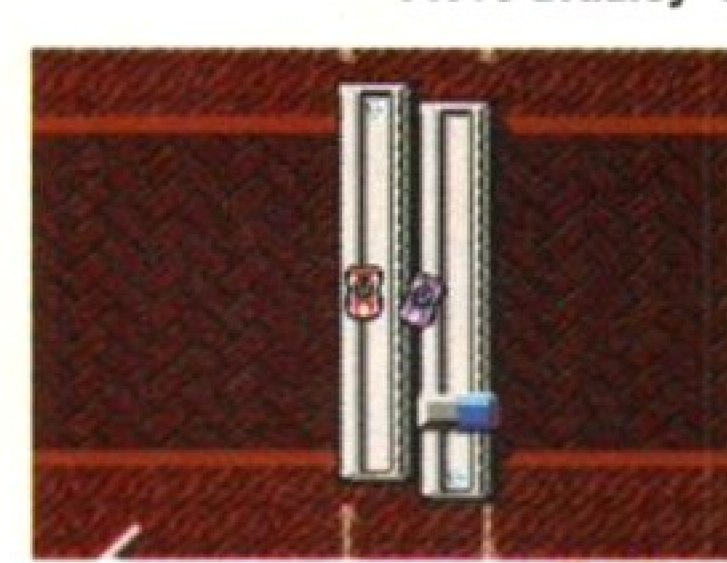
There are 24 courses, eight types of scenery, 11 different drivers and four ways to race. But it's in two player mode that *Micro Machines* really comes to life. The game only uses one screen so both players must be on it at the same time. Unlike other racing games, the idea is not to zoom around the track faster than your opponent, rather, to put enough distance between you and him until the scrolling catches up and he disappears off screen. Each time you do this you gain a bonus; once you've amassed eight, you win the race.

Heck, that's enough detail. *Micro Machines* is a game that makes you giggle in a daft manner and addiction is more a probability than possibility. Gripes? Well there's no parallax scrolling so the edge of the tables can be difficult to spot. And the shadows don't match the shapes of the cars. But we'll let them off just this once, eh? Driving a tank on a draughts board has never been so much fun – everybody should play this at least once in their life.

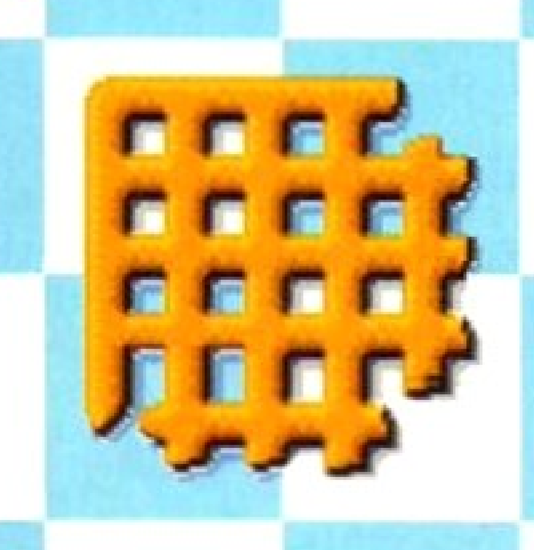
Steve Bradley

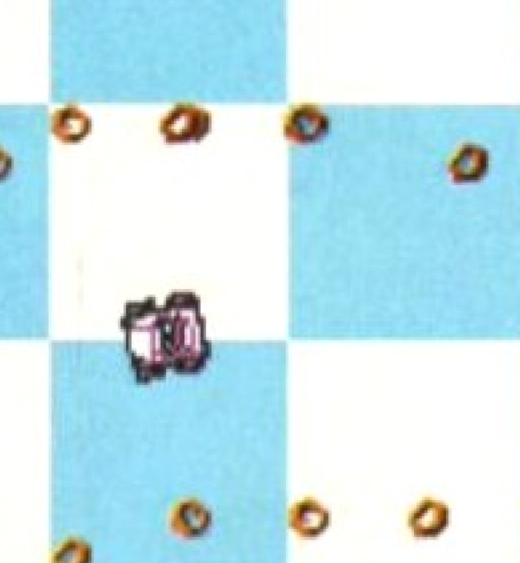
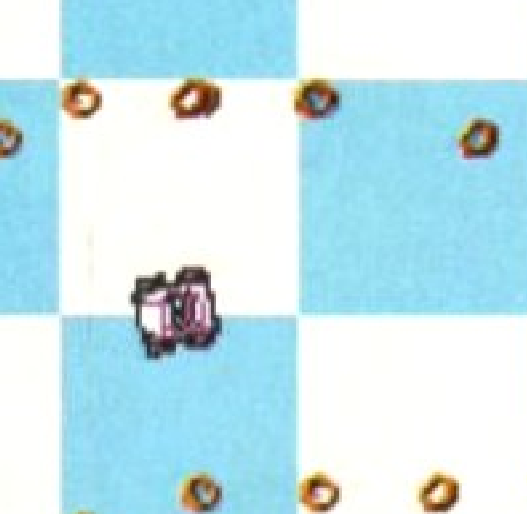
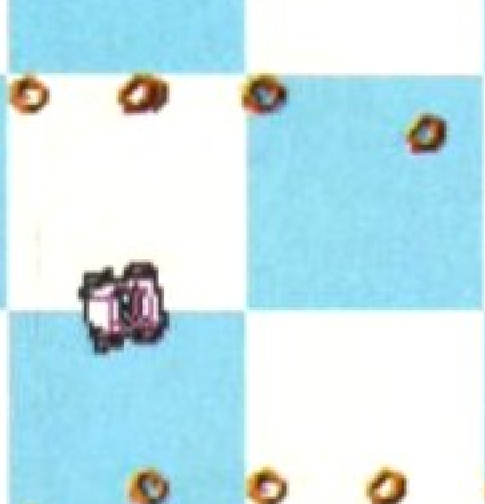
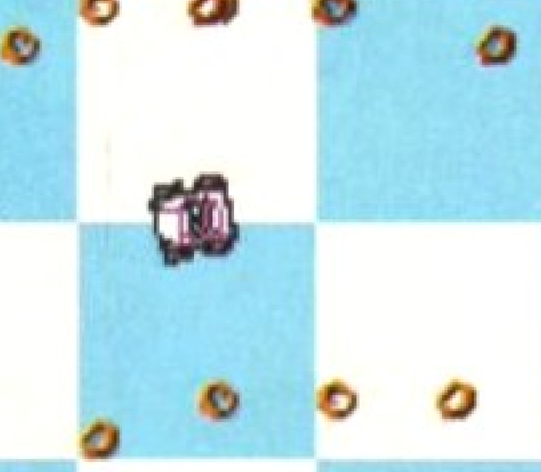


You will not be surprised to learn that this is the first time I have seen bathwater, powerboats and a rubber duck together in *AF*.

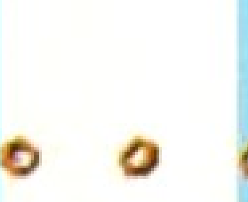


Something has got to give. Only one car at a time can pass over the rulers that bridge the desks, due to the rubber blocking the way.

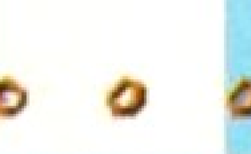
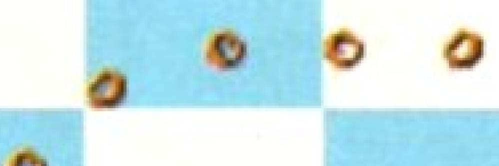












MICRO MACHINES



PROGRAMMERS
Codemasters

PUBLISHER
Codemasters 0926 814132

PRICE
£25.99

RELEASE
Out now

GRAPHICS
Unusual, but nothing special.

SOUND
Not the game's highlight.

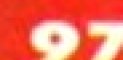
ADDICTION
Yes, yes, yes, yes, yes. Yes.

PLAYABILITY
Amazing in two player mode.

VERDICT

"Not the kind of game you want to talk about, nor yet the kind of game you want to write about. A game you want to sit down and play and play and play and..."

90%



COME AND HAVE A GO IF YOU THINK YOU'RE HARD ENOUGH

To the victor... £10,000

Remember this guy? Last year, Allan Brett became a celebrity overnight after he scooped the National Games Championships. Not only that though – as well as the glory, he also walked off with £10,000 IN HARD CASH.

Using outrageous skill, the 18-year-old from Hull managed to be the best on Sega, Nintendo and Amiga machines.

THIS YEAR THE GAMES CHAMP COULD BE YOU!

On this page you'll see the dates and venues for the first round eliminators. They're being held in Virgin Retail outlets in the major cities of Britain over the next few weeks.

All you have to do is turn up, and play. If you're good enough – and you'll have to be very good – you'll be into the next round. And after that... the finals at the Future Entertainment Show in London on 11 - 14 November.

The National Games Championship is organised by Future Publishing, producer of this, and many other great games magazines, and organiser of the Future Entertainment Show.



National GAMES CHAMPIONSHIP

THE DATES AND VENUES...

18 – 21 October		**Final on 22 October**
EAST KILBRIDE	Games Centre	GLASGOW
FALKIRK	Games Centre	5 heats
EDINBURGH	Games Centre	
	Megastore	
GLASGOW	Megastore	
25 – 28 October		**Final on 29 October**
BOLTON	Games Centre	MANCHESTER
STOCKPORT	Games Centre	3 heats
MANCHESTER	Megastore	
BIRMINGHAM	Megastore	
COVENTRY	Megastore	BIRMINGHAM 2 heats
BROMLEY	Games Centre	MARBLE ARCH 9 heats
CROYDON	Games Centre	
GUILDFORD	Games Centre	
ILFORD	Games Centre	
KINGSTON	Games Centre	
WATFORD	Games Centre	
MARBLE ARCH	Megastore	
MEGASTORE	Megastore	
BRISTOL	Games Centre	
CARDIFF	Megastore	CARDIFF 2 heats
DUBLIN	Games Centre	
	Megastore	DUBLIN 2 heats
BELFAST	Megastore	BELFAST 1 heat
GATESHEAD	Games Centre	
NEWCASTLE	Megastore	NEWCASTLE 2 heats
SHEFFIELD	Games Centre	
	Megastore	SHEFFIELD 2 heats
NORWICH	Megastore	NORWICH 1 heat

The second Future Entertainment Show

THE GAMES YOU'LL BE PLAYING



Pinball Fantasies - CD32

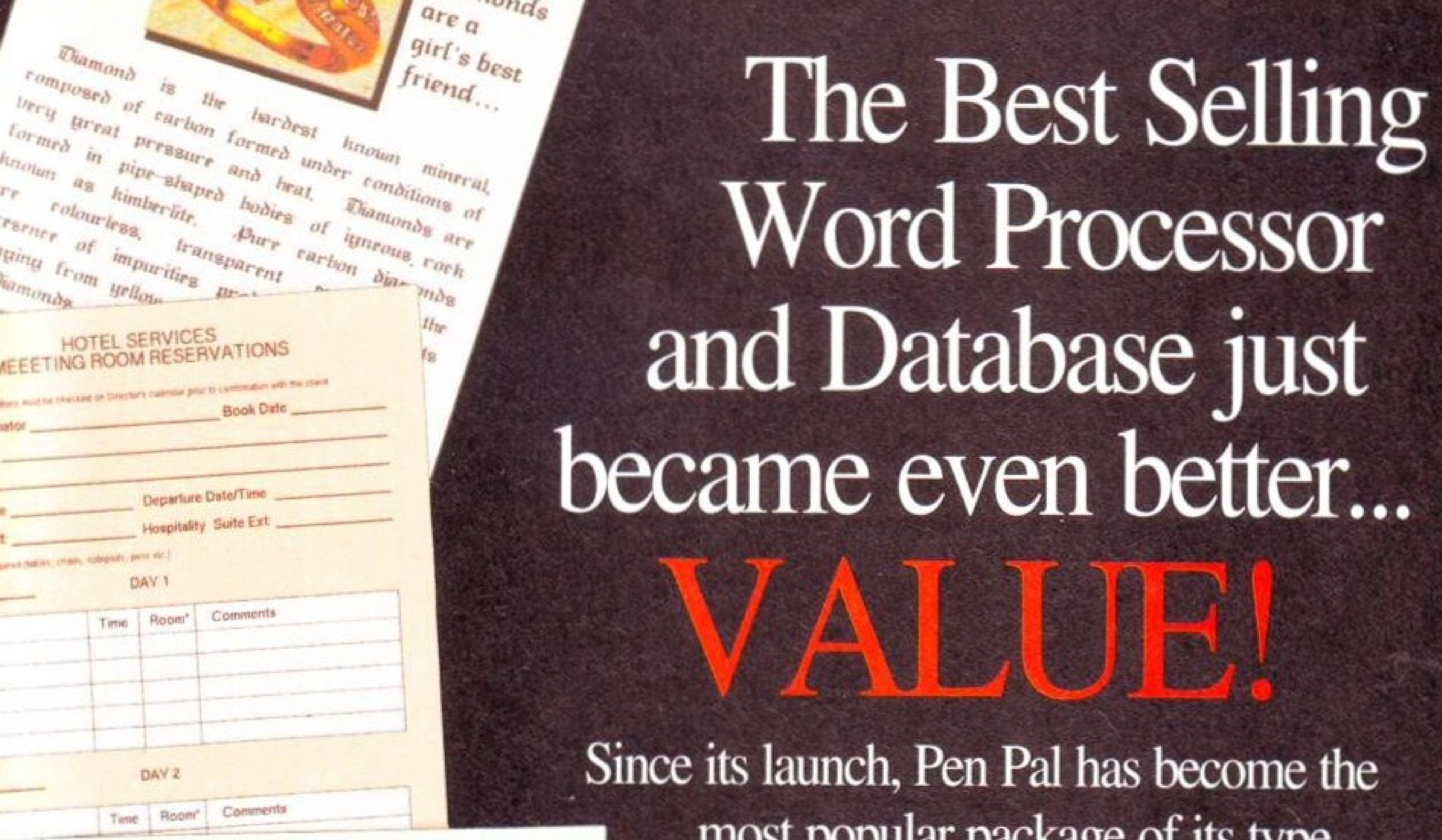


Thunderhawk - MEGA CD



Mario All Stars - SNES

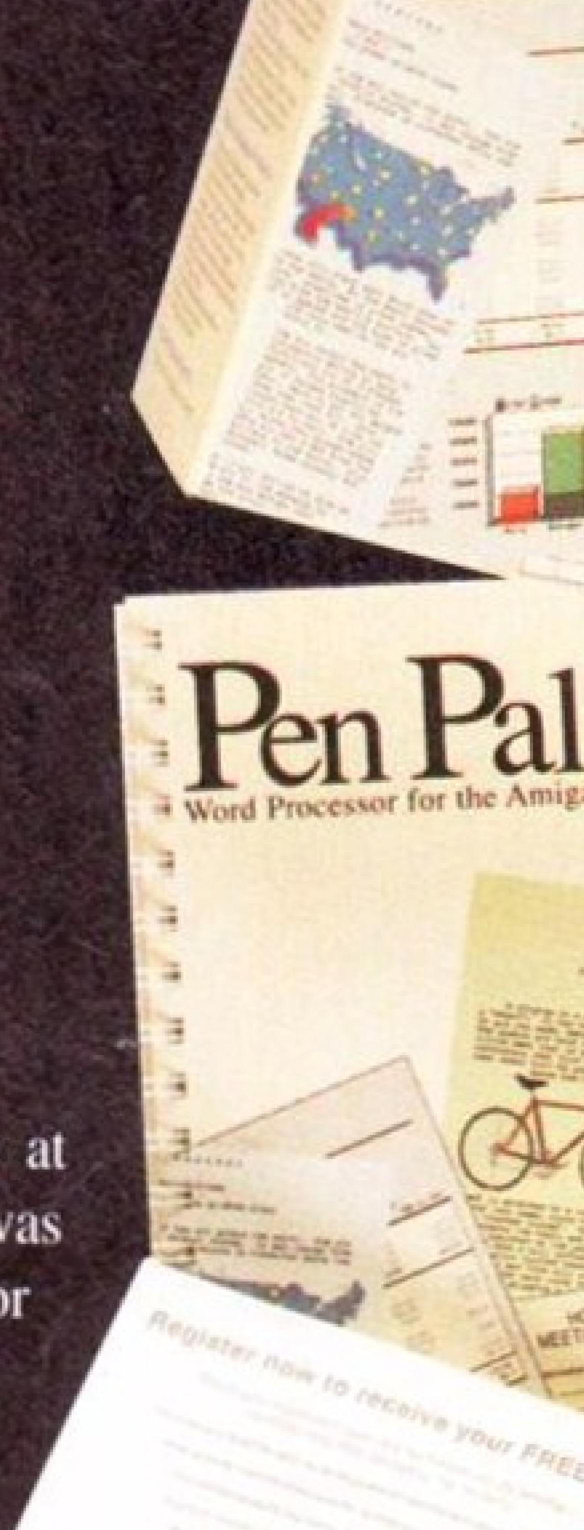




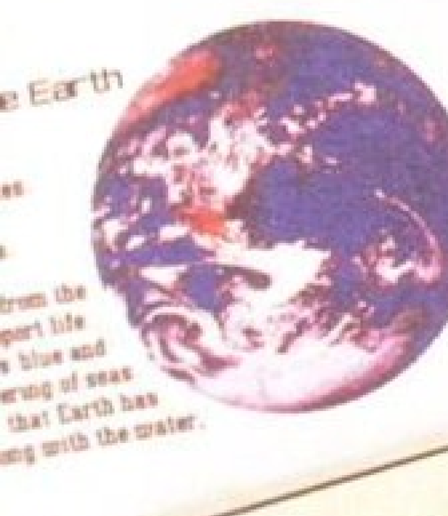
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Pen Pal

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PINBALL FANTASIES



PROGRAMMERS
Digital Illusions

PUBLISHER
21st Century 0235 851533

PRICE
£32.95

RELEASE
September 22nd 1993.



GRAPHICS
256 colours, and it shows!

SOUND
It's CD, innit?

ADDICTION
It really did change my life!

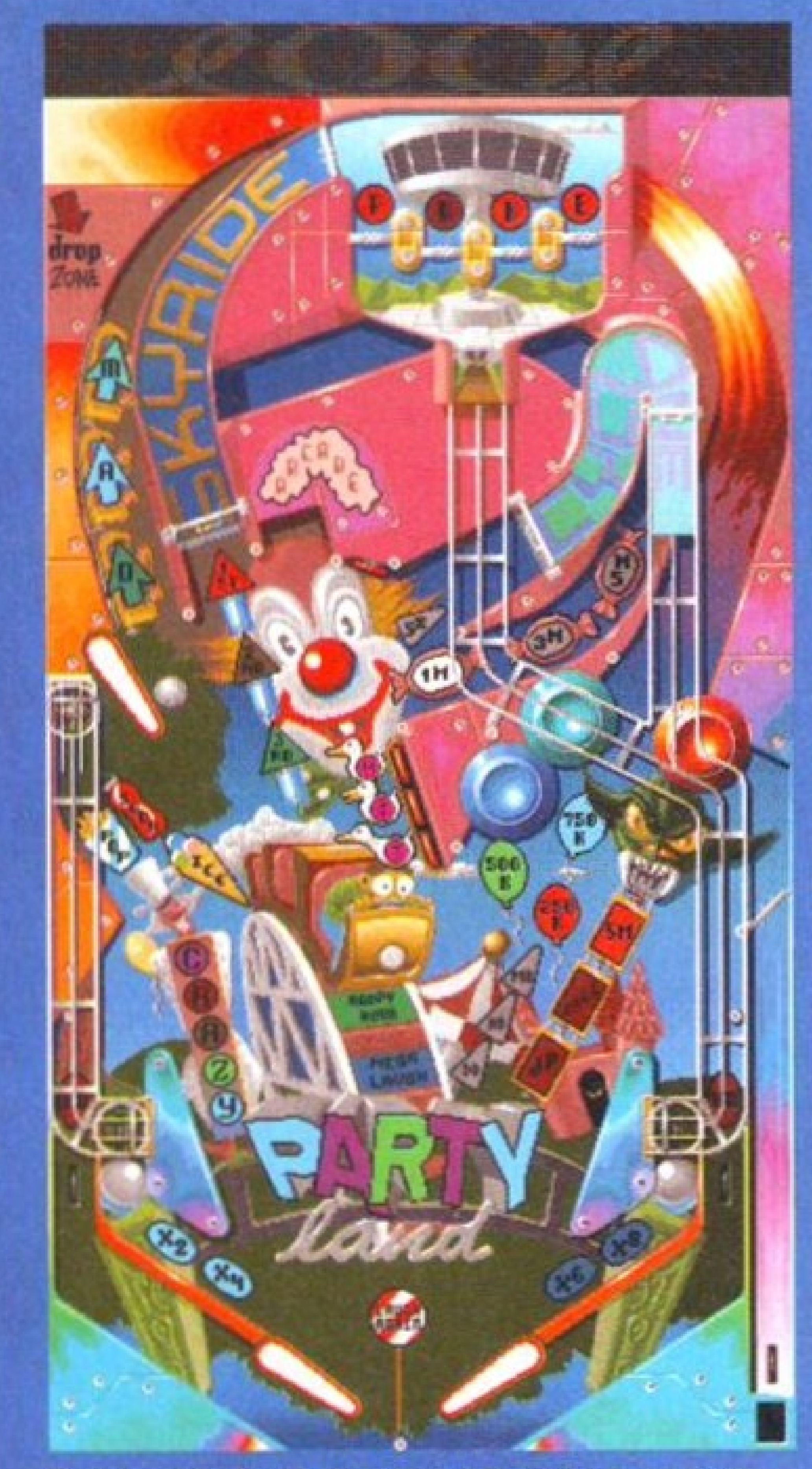
PLAYABILITY
It's pinball, innit?

VERDICT

" One of the greatest games on the Amiga is even better on CD^{32}. Life would be a worse place without this disc, a truly 'Classic CD' (crap mag pun). "

85%

PIN

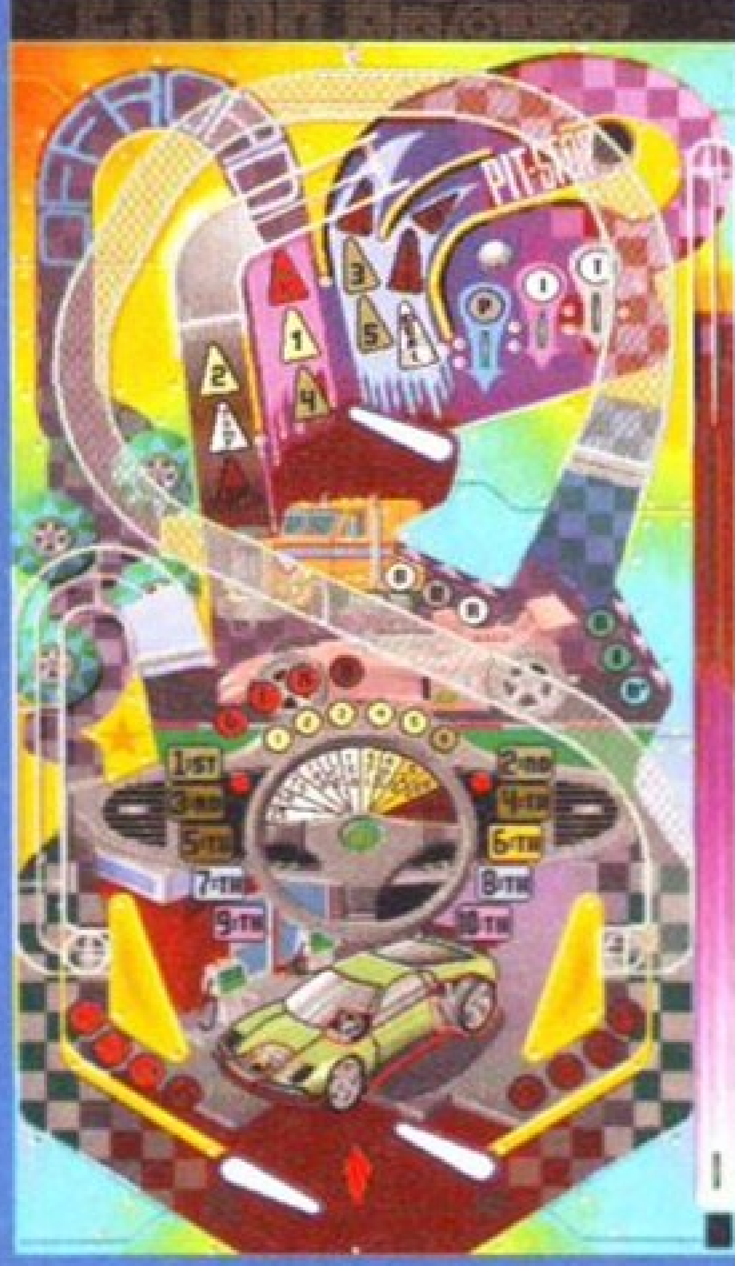


Party Land, the best table in *Pinball Fantasies*. Some people may try to tell you otherwise, but they aren't writing this review. So what I say goes!

Opinions are divided in the *Amiga Format* office. Richard Jones, a bit of a wizard with the silver ball and possibly the only man on earth who has the power to control gravity at will, believes that pinball is a game without any element of chance. That's easy for him to say. Personally, I believe that chance plays more than a small part in the shiny ball game. Come to think about it, many's the time the ball eludes Richard's preternatural control and slithers down the drain between his violently jerking flippers. If this is not chance, he must have chosen to ditch himself... strange tactic!

The pinball table is a closed system, all the variables are under the direct control of the laws of physics, therefore there can be no chance. Once we introduce chaos theory, and butterflies in Japan start affecting our game, the debate becomes even more heated. Then there's always the position of the moon which also needs to be taken into account...

The net effect of this conversation is that we play less pinball and drink less beer... the opportunity cost of philosophy, eh? One thing's for sure, if any game on earth is fundamentally analogue, it has to be pinball – world-class tennis is almost completely digital these days. So you could never successfully convert this mixture of genius, beer, spawn and gravitational anomaly to the antiseptic environment of the computer – could you?



Speed Kings, the brightest table in *Pinball Fantasies*. Some people may try to tell you otherwise, but they are obviously colour-blind!

JAMES POND 2

Life is strange. If some bloke tries to tell you otherwise, like that it's just a bowl of All Bran, or that it's what you make it, kick him in the crotch. He is obviously a dangerous loony. Life is strange.

I have spent the last few years of my life lamenting volubly that I didn't get to review *Robocod* when it first came out on the Amiga. Maff Evans reviewed it, back in issue 29, and a damn fine job he did too. Back then *Robocod* scored a huge 91 per cent, and time has not dulled the shine on this glisteningly great platform game. But times have changed and Evans has gone to be a knob-twiddler on *Future Music*.

I, ON THE other hand, have had the opportunity to review *Robocod* twice in the last four issues. First it was the all-new (well, bits were new) and enhanced AGA version which surfaced in issue 49. In the 20 months since its original appearance, our fishy friend had put on five new levels, lots more colours, and absolutely no pounds and no pence. A feat well worthy of equalling its original score. Congratulations to Millennium for producing a truly enhanced AGA game.

Now, in issue... hold on, let me take a look at the cover... oh yes, issue 52, *Robocod* is back again. And this time James Pond is flashing his fins on CD^{32}. Millennium can quite rightly be proud of themselves for the undeniable achievement of having got the first CD^{32} game on to the shelves (their *Diggers* beat it to the machine, but comes free when you buy one). Surely they deserve to sell bucket-loads of this game, then?

Well, they undoubtedly will. But whether they deserve to is a matter for debate.

The non-interactive nature of the printed medium makes debates a bit tricky, though, so we'll have a kind of kangaroo court. I'll make the case for the defence of this undeniably excellent game. Then I'll make the case for this being a cynical marketing move by a set of money-hungry capitalists, and then I'll give the game a score and get on with my life. You can draw your own conclusions.

CASE FOR THE DEFENCE

- *Robocod* has earned a coveted *Amiga Format* Gold award twice.
- It is, without a doubt, one of the most playable, enjoyable, colourful and generally suckworthy Amiga games ever. Ever!
- The CD^{32} version of *Robocod* has the





BALL FANTASIES

What a stupid bloody question. Digital Illusions did it almost a year ago with *Pinball Dreams*. They improved on it with *Pinball Fantasies*, and for a while we spent more time in the office after work than we did in the pub. Eventually we came to our senses and started playing real pinball, but for a while there we nearly earned our anoraks.

NOW IT'S OUT for CD^{32}. Can it possibly improve on what is already one of the greatest games ever to grace the Amiga? Of course – there's 256 colour graphics for a start, with the already gorgeous tables now rendered even more gorgeous. On first impressions the gameplay seems to have been ruined by CD-isation. The screen is massive (well, our fabulous new Nicam stereo telly is, when compared to our old 1084S monitor), which is merely weird.

But scrolling is much faster, and the motion of the ball smoother. For some reason (possibly the 50 frames per second animation) the act of scrolling from the bottom of the table to the top, and back again, at high speed is nowhere near as nausea inciting as it used to be. Digital Illusions have been freed of making allowances for the limitations of 16-bit technology. The ball trajectory algorithms are now all computed by the speedy 32-bit 68020... and it shows.

These enhancements are disconcerting at first. All the shots seem easier to make than on the Amiga 600 version and visions of truly huge scores start flashing before your eyes. A few more games dismiss these illusions and after a few days' hard playing (hey! there's no other way to play pinball!) these dreams are diminished, and it becomes obvious that *Pinball Fantasies* CD^{32} is actually more challenging than the computer version. How much of this can be ascribed to the joypad control method is a moot point, and of no interest to anyone.

THERE ARE ONLY two blots on this shining star of a game. Firstly, there's the excessive price. £32.95 is simply too much. What happened to lower prices on CD product? And secondly, and closely related, there is no reason why all four of the *Pinball Dreams* tables couldn't have been put on this disc as a bonus. There is no chance *Pinball Dreams* will ever stand alone as a CD^{32} product in the wake of *Fantasies*. For this tightness on the part of the publishers, this 95 per cent game gets downgraded a full 10 per cent.

Marcus Dyson



Stones and Bones, the easiest table to get a big score on. Some people might tell you otherwise...

ROBOCOD

same five extra levels as the AGA version.

- The CD^{32} version of *Robocod* has seven tracks of CD digital audio.
- The CD^{32} version of *Robocod* has full animation intro and a full electronic book containing secret F.I.S.H. information.

CASE FOR THE PERSECUTION

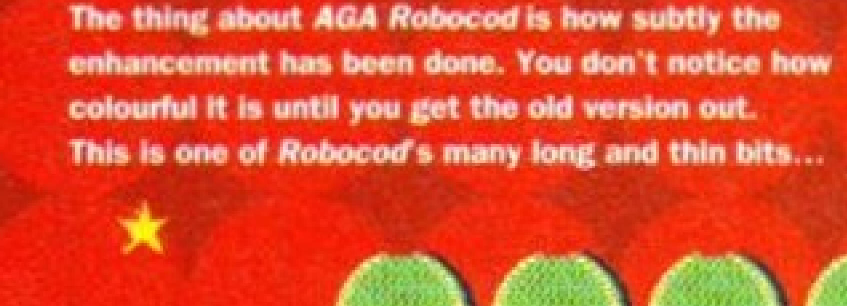
Robocod CD^{32} costs £29.95 – four quid more than the floppy version.

For years, publishers have been claiming that when CD software arrived it would be cheaper than disk stuff because it won't be as pirateable. The production costs of a CD are similar, or maybe even less, than the production costs of a two-disk game.

Is it possible that because *Robocod* CD^{32} is the first Amiga CD game available, and early buyers of the CD^{32} will have little choice, that Millennium are trying to turn a fast buck? Or is it possible that despite all they have said, now the time to stand by their rhetoric has come, software houses are not in fact going to charge less for CD software? Are we going to be charged a premium for the fact that we are getting our games on shiny 12cm discs instead of blue 3.5-inch ones? Are we to believe that, although the development costs of the game have been covered by the floppy version, the cost of producing an average animation and a session musician soundtrack warrants a price hike?

I don't know the answer to these questions, but if I were you, I'd ask myself them several times before I shelled out more for a CD game than it costs on floppy.

Marcus Dyson



The thing about *AGA Robocod* is how subtly the enhancement has been done. You don't notice how colourful it is until you get the old version out. This is one of *Robocod*'s many long and thin bits...





...and this is one of Robocod's many tall thin bits.

JAMES POND 2 ROBOCOD



PROGRAMMERS
Chris Sorrell

PUBLISHER
Millennium 0223 844894

PRICE
£29.99

RELEASE
Out now



GRAPHICS
As great as ever...

SOUND
...better than ever.

ADDICTION
I have spent months on this.

PLAYABILITY
One of the best platformers.

VERDICT

“There's no denying this is a great game, one of the best. But this is CD. So why does it cost more? Why weren't *James Pond* and *Aquatic Games* bunged on free?”





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CHEAP 'N' CHEERFUL

F17

Team 17 ■ £12.99 ■ Needs 1 Meg ■ New!


There's no such thing as a free ride, but Team 17 have come up with a nice cheap one.

There's nothing us reviewers like more than whingeing about the price of games, so when a brand-spanking new, more than decent racing game is released for a snip at £12.99, well, it rather takes the wind out of one's sails.

And that's exactly what the Wakefield-based Team 17 programmers have done by releasing *F17* at a budget price in a fit of generosity not usually associated with Northshire folk. Anyway, if it's that cheap, F17 must be crap, right? Wrong. What we have here is a perfectly reasonable game released at a perfectly reasonable price. Hurrah.

All this is most commendable, but what do you actually get for your hard-earned brass? Well, *F17* is not going to win any prizes for originality, fitting as it does into the a well-established tradition of racing games such as *Nigel Mansell's World Championship* and *Lotus Turbo Challenge*. But it gives you the impression of belting round various circuits at a fair old speed as you fly past (or into) 2D trackside objects.

To begin at the beginning. An options screen enables you to choose between four cars each of which has different attributes. Red, for example, goes like a bomb in a straight line, whereas Yellow or Green might serve you better on more twisty circuits.


Encountering the famous tunnels at Monte Carlo is but a dream for us Fiesta owners.

You can then opt to have a bit of practice, take a single race or qualify for the first track of your world championship tour.

There are 16 tracks to be raced, each of which has scenery and a background which is at least appropriate for the venue if not accurate; Monaco, for instance, has plenty of lamp posts and the famous tunnel section.

Put your foot down, you'll fall over

Playing the game comes as a rather nice surprise after a long loading time and although *F17* comes on two disks there is hardly any swapping to be done. The first thing you notice about the game is an inability to see very far into the distance and, because it's hard to anticipate bends, an in-game map would have been useful. However, the car is nicely animated and in serious collisions it can swivel a smooth full circle. Maintenance at the pitlane during the game is, thankfully, no chore, you just pull in and gauge the speed of repairs. However, the pit crew does give the strange impression that they're milking the car.


How can those racing guys concentrate? I'd be looking at all the advertising hoardings...





Here on the right, we see the mechanics milking every moment as they attempt a fast and efficient wheel change.

That Mansell: I weel keel heem

The really great thing about *F17* is that it isn't easy. On Rookie level – the easiest setting – it takes a great deal of practice to win points at each venue, though in time you can usually come first in each race. Even then, two other levels of difficulty, four different cars and the option to play in either normal or arcade modes give it a lasting challenge.

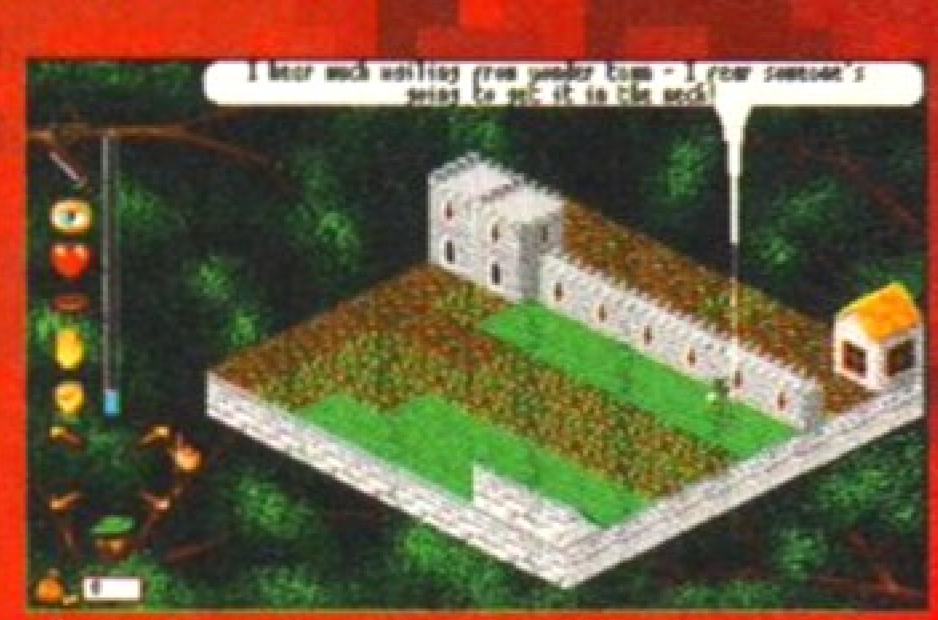
It's fair to point out that if *F17* had been released as a full-priced game, it would not have been rated so highly. However at this price *F17* is good gear. It takes an old concept and uses it to good effect. Let's hope it starts a trend.

8/10

THE ADVENTURES OF ROBIN HOOD

£12.99 ■ Kixx XL ■ (Reviewed AF27 80%)

Adventures in woods are a good thing. And they're even better when you get to don green tights and use words like 'yonder'. Robin Hood has been banished from his castle by Prince John and it's up to you help him regain his rightful position. Gather a band of merry men and generally do good deeds as you explore the forest and interact with people along the way. Not that you *have* to be nice – you can wander around shooting everything in sight, but you won't top the popularity polls. The isometric 3D perspective works very nicely and the on-screen icons make it easy to control Robin's actions, although he doesn't always do exactly what you expect.


Robin, the hooded man, riding through the glen with his band of merry men. Everything he did, he did it for you.

There isn't a huge amount of depth to the plot and Robin's green tights occasionally blend in with the background so that you lose track entirely of his lower half, but it's in a humorous vein and great fun to play. Get that Bryan Adams record out now!



Never has a man bedecked in green tights done so much for so few. His attributes are there for all to see. The most optimistic, brave villain of them all.

8/10

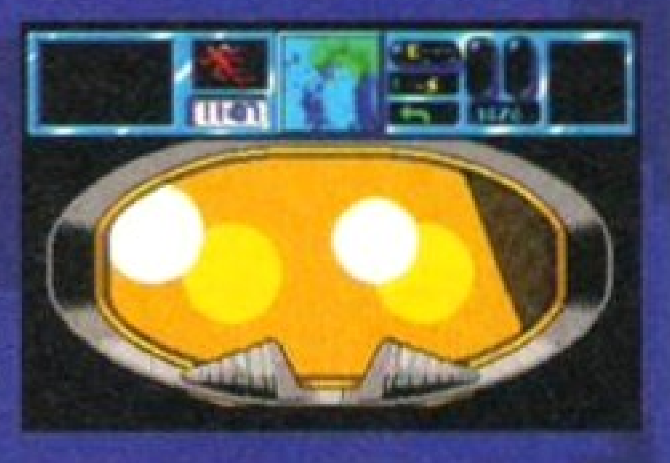
MIDWINTER II – FLAMES OF FREEDOM

Kixx XL ■ £16.99 ■ Reviewed AF28 87%



Midwinter II is more than a game of two halves so it's worth choosing the attributes of your Field Agent very carefully. This chap is reasonably charming, and very threatening. Nice, huh?

An adventure game for those with the patience of Job, *Flames of Freedom* is something akin to the Milk Tray adverts being transported to the Amiga. The evil Saharan Empire controls all but one Atlantic island and is poised to invade the last remaining island of Agora. You are a special agent with the task of averting this fiendish plot by attempting to liberate others under their control. There are two ways to play: Raid is a short game where you tackle a single island, whereas Campaign is a more involved scenario where you attempt to free as many islands as possible. There is an incredible amount of information to digest but don't let this put you off. Flames of Freedom is an excellent mixture of action and adventure and although it's not graphically stunning, you'll still be playing this when you're in a bath chair.



Just when you think you are on top of a situation, when all seems to be under control, those yellow dots appear .

8/10

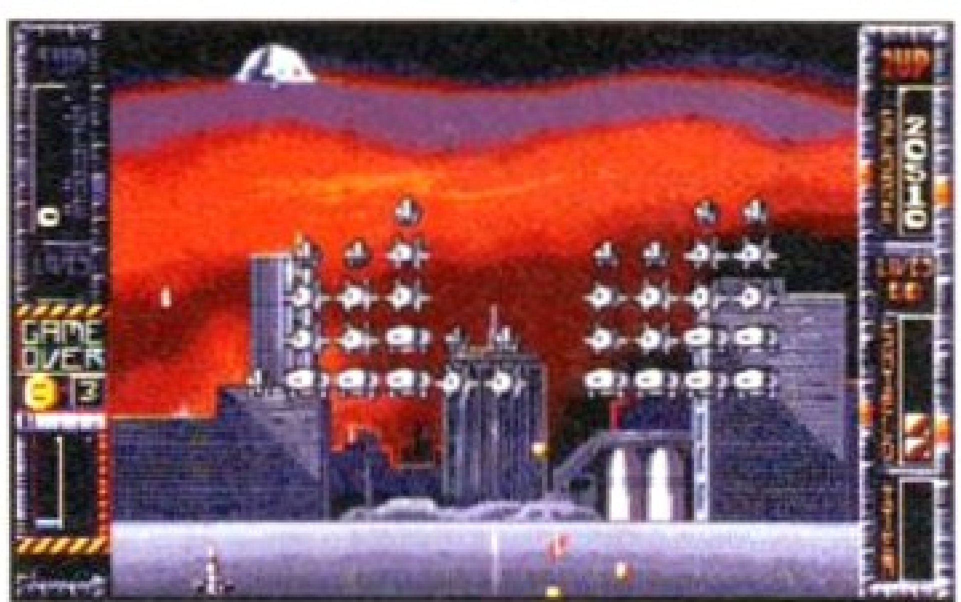
SUPER SPACE INVADERS

The Hit Squad ■ £9.99 ■ Reviewed AF29 83%



Whoah! The Cattle Mutilation section. The best bit of the game is when the spaceships hover around then pick up the cows. If you can shoot the ship without hurting the cows, they shout, "Thank you".

Mention this game in the office and you receive a variety of responses. Some say it's completely awful, others claim it's damned good fun. *Super Space Invaders* is a peculiar affair – at times incredibly slow, yet occasionally exciting. Just when you fancy a quick burst of shoot-em-up action, you find yourself firing bullets at four miles per hour. I found the exercise ultimately frustrating. The action was too slow most of the time, though the Cattle Mutilation sequences saving bovines from marauding spaceships are tremendous.

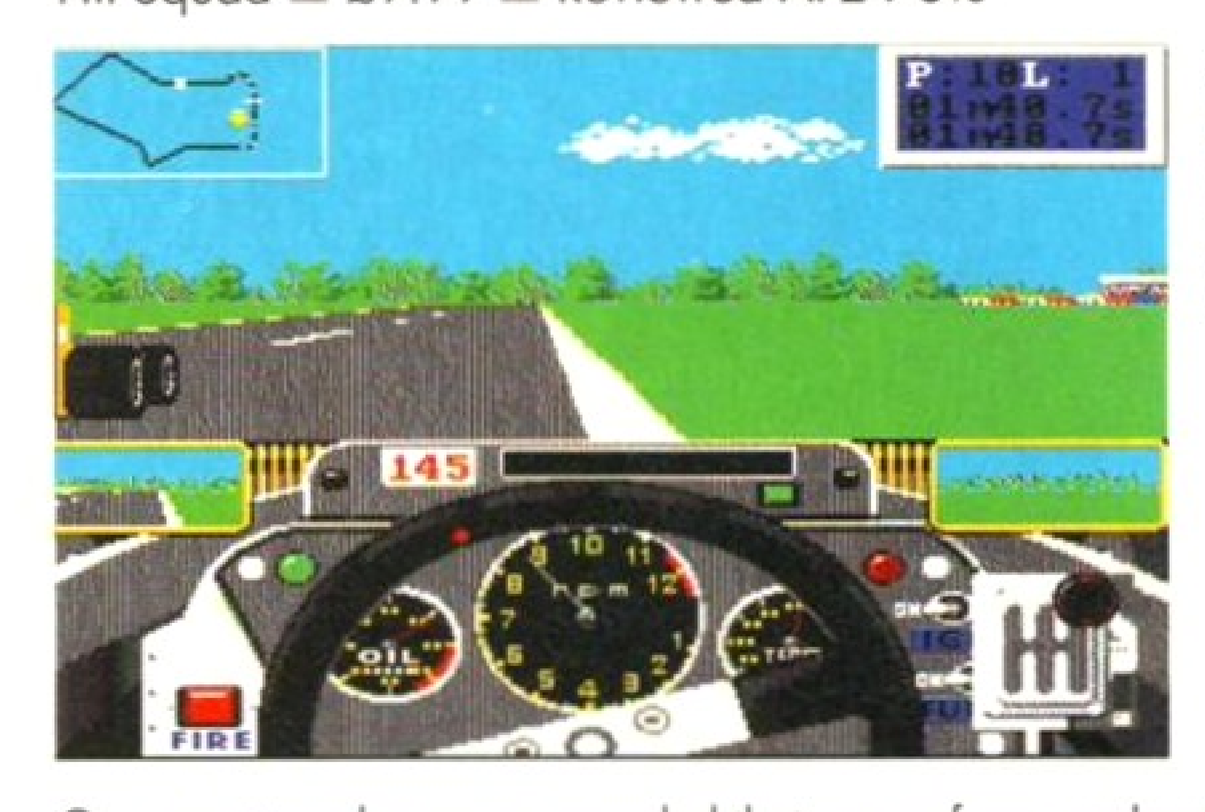


You can almost smell the chlorine in the sports centre where the machine was. All right, I know – nostalgia isn't what it used to be.

6/10

GRAND PRIX CIRCUIT

Hit Squad ■ £9.99 ■ Reviewed AF2 78%



Admittedly, I've never driven for Williams Renault, but I know when to put my foot down. I refuse to drive for Jenkins Go-carts.

Our recent reader survey revealed that none of our readers have ever driven professionally for a top Formula One team. Obviously aware of this, Hit Squad have re-released *Grand Prix Circuit* four years after its first appearance. Choose from three cars (Ferrari, Williams and McLaren) and race on any one of eight circuits from around the world. The cars are quite tricky to control at first and you may find yourself motoring across the grass on occasions, but persevere (Nigel Mansell did) and victory will be sweet.

Grand Prix Circuit is almost identical to *The Cycles,* a reasonably entertaining motorbike racing game of no fixed address, simply replacing the bikes with cars. There is no wondrous sense of speed, nor are you likely to receive a bottle of champagne. Still, after a couple of bottles of brown ale you may feel the urge to cavort on some Brazilian grass.

7/10

CONTACT NUMBERS

Team 17 0924 291867 Kixx XL (021-625 3311) Hit Squad 061-832 6633

SHADOWLANDS

The Hit Squad ■ £9.99 ■ Reviewed AF33 93%



Wander across desolate plains, while away the hours losing yourself in a maze of passageways and tunnels. Have a fight. The Costa Del Sol is always great at this time of year isn't it?

A tale of discovery, truth and honour. A tale of retribution and vengeance. A tale of clicking a computer mouse around a screen. Legend has it (well, so it says in the manual) that a prince, cruelly slaughtered on the battlefield, returns from beyond the veil of darkness to avenge this terrible wrongdoing.

You are that prince in this isometric 3D role-playing fantasy, and it's up to you to lead a gang back to the Shadowlands to do the business. The warriors all have various attributes and you can control them as a party or split them up, the latter being a vital move to solve some of the rather clever puzzles that block your way as you progress.

With excellent graphic effects and a huge gaming area to explore (including underground passages) *Shadowlands* is an atmospheric RPG and a great buy for less than a tenner.

9/10

Chart busters

BATTLE ISLE '93

Reviewed *AF48* 81%
Ubisoft ● 081-343 9055



"What's that guv? You can't get through level three? Ah, that'll be yer Lumit stuck in yer Rangg, won't it. Either that or a Karot bunging up yer Sonne. Either way, it's going to cost you."

We've had a lot of letters asking for codes to Blue Byte's latest. I wonder where I put them. Erm, not there. Not there either. Oh, here they are:

ONE PLAYER

LEVEL	CODE
0	LUMIT
1	LUNAR
2	LUTOF
3	SONIX
4	SOWYN
5	SOSOO
6	SONAF
7	RACHE
8	RAMPE
9	RANGG
10	FILMO
11	FIEST
12	FINXT
13	EBENE
14	EBSYL
15	EBONY
16	EBTAR
17	KARST
18	KANTO
19	KAROT
20	KAISR
21	SYBIL
22	SFINX
23	SYNOM
32	DIONE

TWO PLAYER

LEVEL	CODE
24	LUPOS
25	SONNE
26	SOTEX
27	RASEN
28	FISCH
29	EBTON
30	KABEL
31	SYTAX
33	NAIAD

BLADE OF DESTINY

Reviewed AF50 FG91%
US Gold ● 021-625 3388

A couple of swift tips from Steve Mann of the US Gold Helpline.

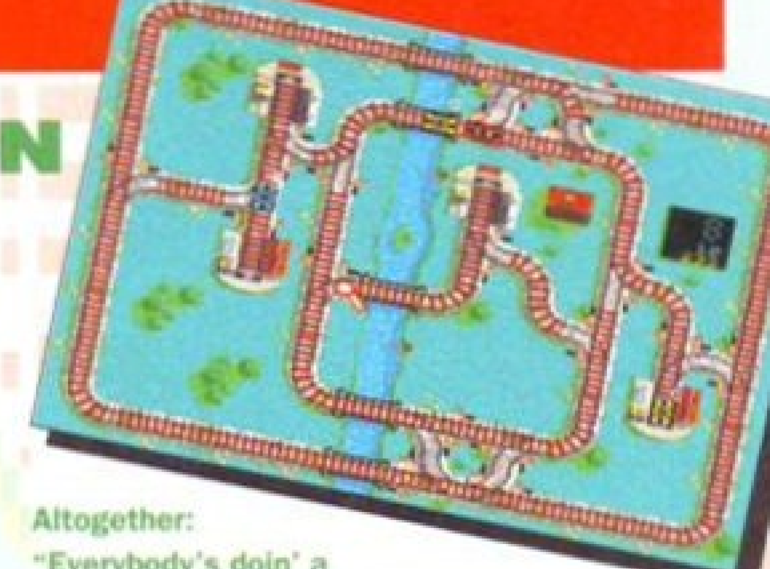
- It's better to have dwarves instead of fighter and rogues, because dwarves can pick locks, and they are very good at fighting.

- A good way of building up Experience is to bust into one of the town leaders' houses three times until you're attacked by the guards - there's only a few of them and they are worth lots of experience points.

LOCOMOTION

Reviewed *AF42* 19%
DMI ● 0753 686000

Aha, the codes for this, er, special game. OK, so it's not very good, but here are the codes anyway. (***As if you'd want them – Ed.***)



Altogether: "Everybody's doin' a brand new dance now..."

LEVEL	CODE	LEVEL	CODE
B	BEAR	H	HALL
C	CAVE	I	IRON
D	DUCK	J	JEEP
E	EAST	K	KING
F	FIRE	L	LUCK
G	GIRL		

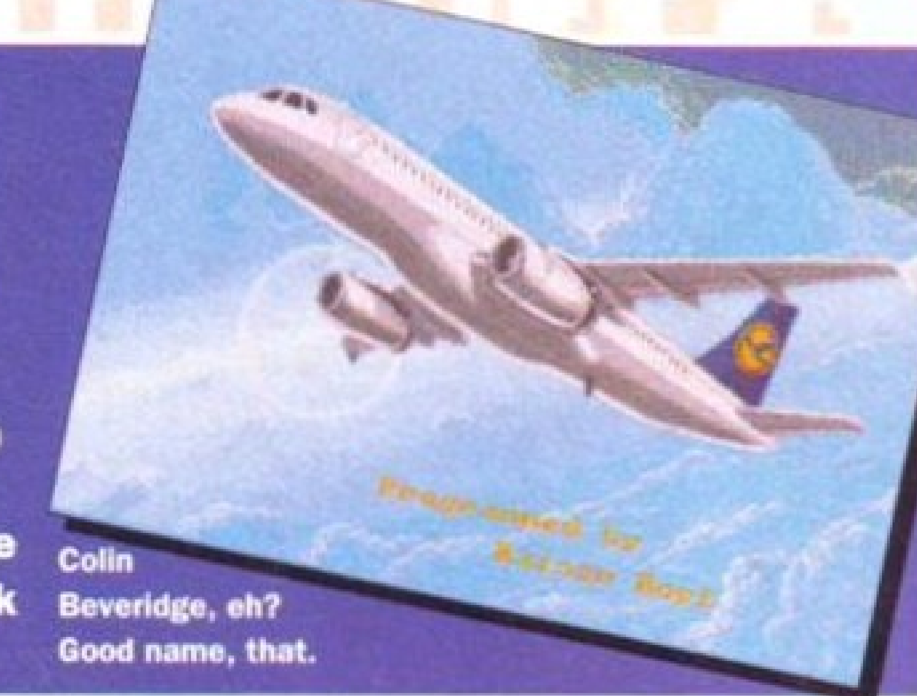
GAME BUSTERS

AIRBUS A320 USA

Reviewed *AF49* 60%
Thalion ● Thalion 021-442 2050

On the A320 USA disk, you will find a small file called "DUMMY". Make a copy of this file, and name it "DUMMY.log". Now, if you sign in giving the name "Dummy", your log book will have on record over 5400 flights and a performance of 500%+.

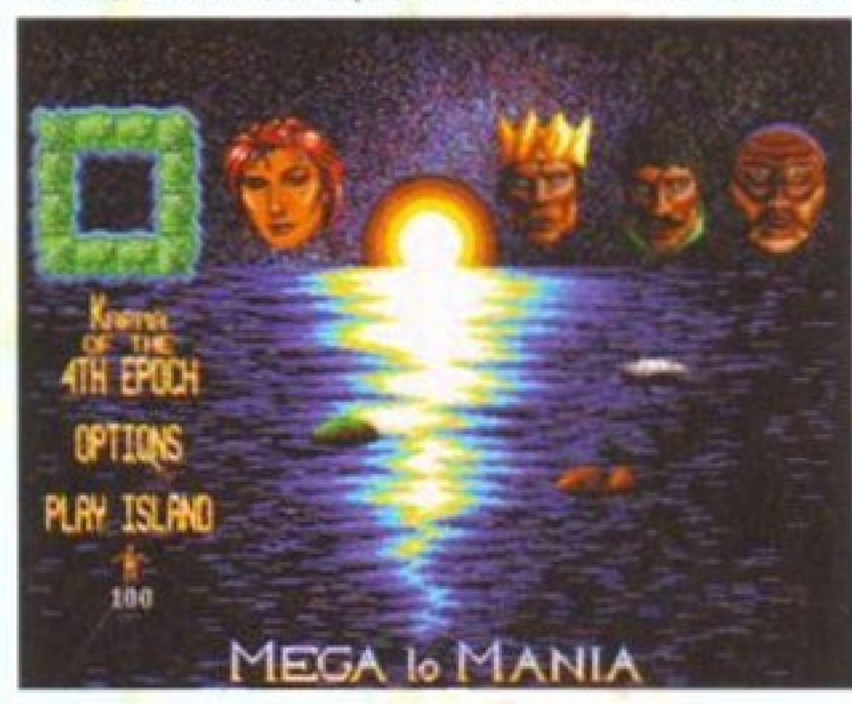
Colin Beveridge
North Berwick



Colin Beveridge, eh? Good name, that.

MEGA-LO-MANIA

Reviewed *AF26* FG91%
Fantastic Worlds compilation UbiSoft ● 081-343 9055



I don't think this cheat's quite what Sensible had in mind while writing *Mega-Lo-Mania*. Still...

At the start of each island, select as many men as you need to conquer the island. Now place your castle on the island in the normal way. Before the screen goes blank and you start the island, make the number of men lower than you had originally chosen. You should now start the island with the number of men you selected at first, but all the men you put back into the "man pool" will be available for other islands in that Epoch.

Peter Croxson
Nantwich

GRAHAM GOOCH'S CRICKET

Reviewed AF47 78%
Audiogenic ● 081-424 2244



Use the cheat that Mike Atherton used in the final Test, as provided by Chris Horsnell.

If you're batting, hit the ball and then begin running. Just before the fielder throws the ball, press P to pause the game. Now you will be able to get as many runs as you want, without the fielders batting an eyelid (so to speak). When you get bored press Escape to get back to the game.

Chris Horsnell
Barnsley

ESCAPE FROM COMMODORE

Not reviewed
AF Subscriber Superdisk 50

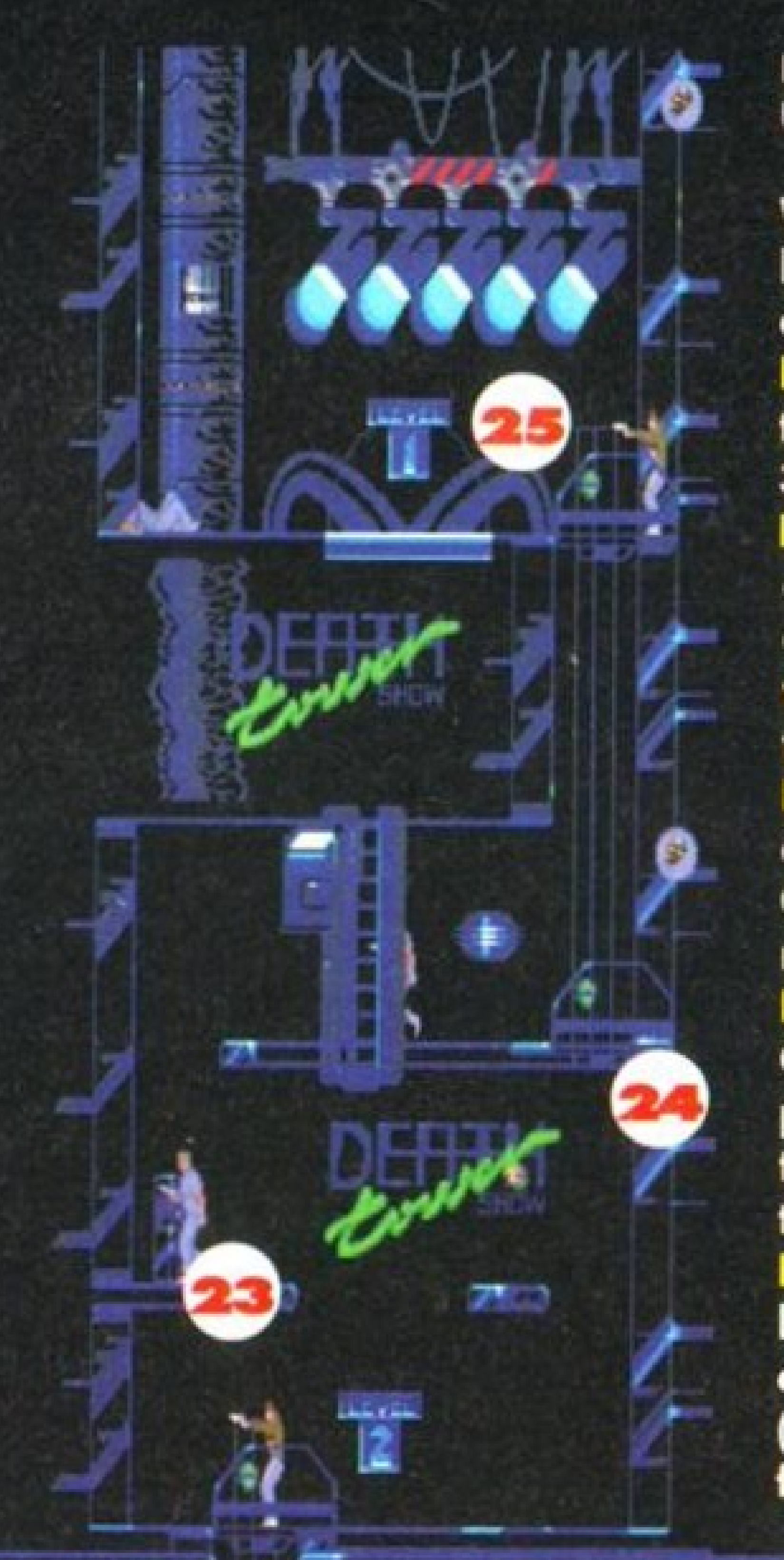
Here's the complete solution to this PD game, included on the special Subscriber Superdisk (sent free of charge only to subscribers – see page 168) with Issue 50.

Go to the software vault, take the Kickstart 4.0 source, then go to the graphics dept. Give Chris the source code. Go to the lobby, and give Fred something to submit to the aquarium. Congratulations!

David Arnholm
Stubbekobing, Denmark

In answer to your question, David – yes, I think it is the first complete solution we've received on a postcard!

FLASHBACK PART 3 – DEATH TOWER





Reviewed *AF45* – FG93%
US Gold ● 021-625 3388

Welcome to part three of the *Flashback* solution, where we show you how to get through the Death Tower game. This is Normal level, as opposed to Easy level (which is for amateurs...)

LEVEL 8 Go right and kill the terminator (1). Open the door, go back to the right, and recharge your shield. Go left, kill the terminators (2 and 3), then proceed left. Open the door, and take the lift up.

LEVEL 7 Jump up, then go left and up. Open the floor trap (4), go left, and kill the terminator (5). Activate the doors, and kill the terminators (6 and 7). Go left and up, then continue left and kill the terminator and the two floating balls (8). Go left, use the Save post (9), then go left and take the lift up.

LEVEL 6 Open the door (10), and roll left past the trap (11). Climb up and go left. Watch out for the trap door, and recharge your shield (12). Go left, kill the terminator (13). Proceed left, watching out for the floor mines, then take the lift up.

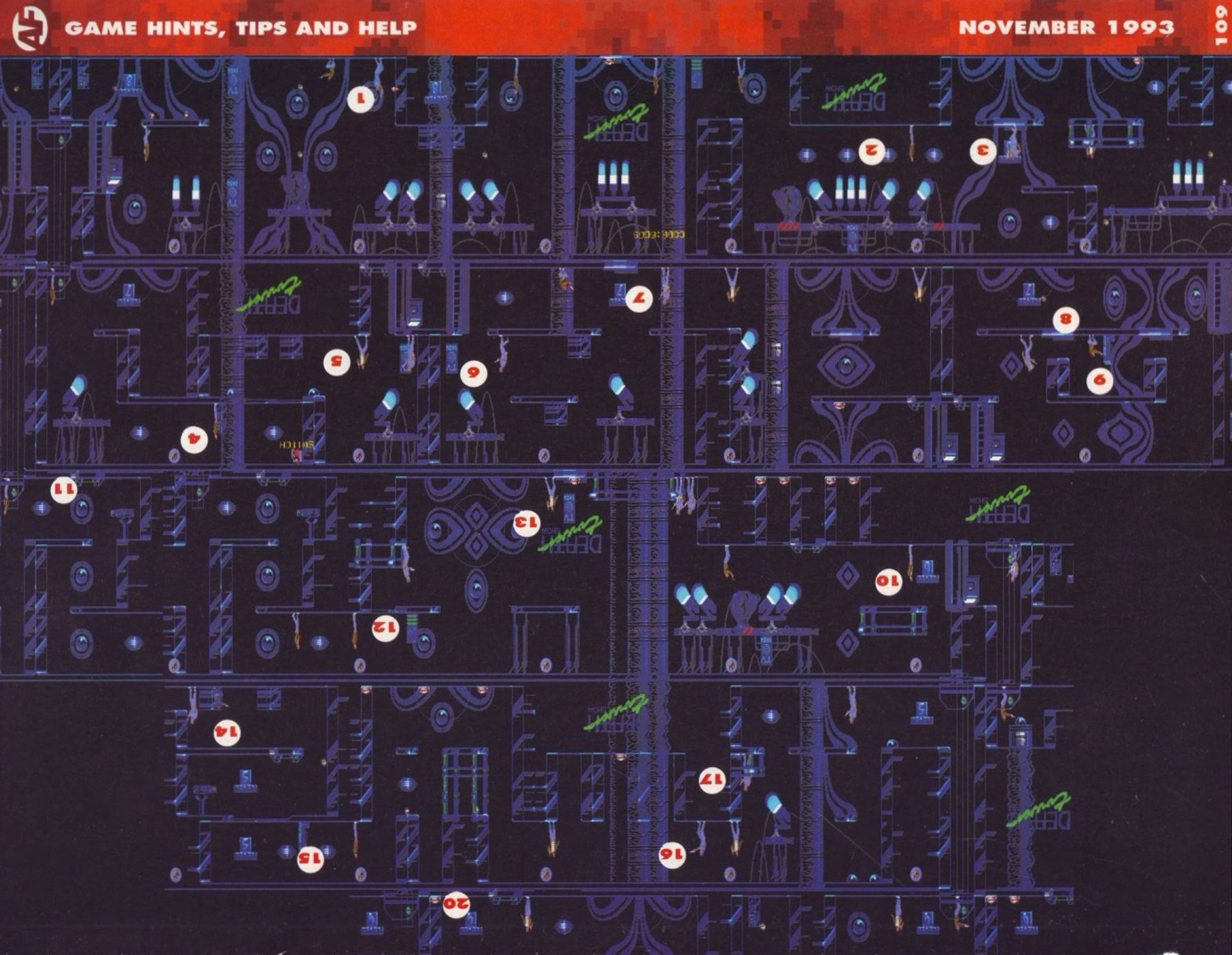
LEVEL 5 Roll left, and kill the terminator and the floating ball (14). Climb up, roll right, then save. Go left then climb down. From the centre platform run left, jump up by running left and holding down the fire button only, then continue left. Kill the terminators (16 and 17), jump over the pits, continue left, then take the lift up.

LEVEL 4 Go right, release the terminator by flicking switch (18), and kill him. Open the door using the switch, and jump up by running right and holding down the fire button only, then go right. Kill the terminators (19), then recharge. Watch out for the big drop, though – dangle down first. On the lower platform, go right and open the door using switch (20). Go back, and on the middle platform go right and open the floor trap using switch (21). On the lower platform go right and take the lift up.

LEVEL 3 Shoot the three terminators, then go right and up. Kill the middle floating ball, kill the terminator, and use the save post (22). Kill the remaining three balls, then take the lift up.

LEVEL 2 Kill the terminator (23), open the door, then kill the other terminator (24). Take the lift up.

LEVEL 1 Kill the last terminator (25), and wait for your prize!



DUNE II

Got Ordos on your mind? Harkonnens stuck in your hair? Or Atreides in, um, your trousers? Follow our tip-top tips for the top in Virgin's super strategy game.


Build a repair facility, buy a couple of carryalls, and you won't worry about damaged units again.

Reviewed AF50 FG90%
Virgin Games 081-960 2255

SPECIAL TACTICS

- Always defend your base well with the best possible units. Until defensive turrets become available leave units on guard, never send them all out at the same time. Later on in the game, a group of well-placed rocket turrets will leave you free to concentrate on attacking. (Always place rocket turrets on the edge of the base so they don't interfere with future buildings.)

- Don't forget to attack! The enemy will often send a constant stream of units at you but it is important to build up a force and take a shot at the enemy base instead of just defending your own. You can often find the enemy base by following his units back there.

- On the later levels build a Starport. This is a very important building to own since it enables you to buy units from The Merchant's Guild for anything up to half the price it costs to build them! Keep checking for bargains, because the prices change every time you look.


Buying machinery from Dune dealers can be limited. Building a Starport will give you access to dealers all over the universe.

- If you have a Heavy Factory or a Starport, either build or order a few extra Harvesters. This way you only need to build one Spice Refinery. You should have about three Harvesters to maximise spice production. Don't forget to build Spice Silos as the spice can build up quickly.

- If you are short on credits, sometimes you don't even need to build factories because the Starport will provide everything, usually at a cheaper price. The down side, however, is that the Starport can run out of stock, which can be inconvenient.

- A Repair Facility is almost essential once they become available. Carry-alls can bring damaged units to them and take them back to the battlefield.

- If you capture enemy factories you can build their special units such as The Deviator, The Devastator and The Sonic Tank.


The enemy won't normally attack until they've set up camp themselves, sometimes they will do a kamikaze trip though, so watch out!

- Watch out for sneak attacks especially near the start of a level. Your first encounter with an enemy house will often be when they airlift troops near your base in a Carry-all. The troops can appear on any side of the base so make sure all sides are guarded. After that you can concentrate your defences on the side of your base which faces the enemy one.

- Your most important building is the Construction Yard (see Attack Plan). On the later levels the enemy will sometimes try to concentrate their attack on it and Death Hands are frequently aimed at it. If it is destroyed you can no longer build any new buildings, so guard it well. If you are unlucky and lose it, order or build a Mobile Construction Facility and deploy it where the Construction Yard used to be.


Because your construction Site is very fragile, a mobile version will be available (at an inflated price, naturally). Buy one as soon as you can.

- The Spice Refinery is another important building. If it is destroyed when you are low on credits then you won't be able to rebuild it because of the lack of money and you will not be able to refine Spice to earn credits. In this dire situation, your base will eventually be destroyed, unless you have almost finished the level.

- On the last two levels you will be allowed to build a House Palace. This can only be built once you have a Starport. It is very expensive (999 Credits) but is extremely well armoured and is free to repair. It also gives you access to your House's Special Palace Ability (Fremen, Saboteur or Death Hand.)

To Be Continued next month...

Thanks to Gregg Spivey of Welwyn Garden City, who wins a £50 Mail Order voucher for these tips.

HOORAY, IT'S THE RETURN OF THE... PATHETIC TIPS

This tip, from Craig Poxon (!) of Westcliff-on-Sea, requires the Coverdisk from *Amiga Format* 50 – the *Deluxe Music Construction Set 2* demo.



Play tunes just like Rolf did while you were a nipper. Unless you're a nipper...

"Place the mouse pointer over the piano keyboard, and hold down the left mouse button. Now rapidly move the mouse backwards and forwards, keeping within the highest and lowest notes. Hey Presto! An instant 'Rolf Harris' Stylophone' simulator just like I used to have when I was a nipper!" Yeah, cheers Craig – we can rest safe in our beds tonight now.

Taking the biscuit, as it were, is a reader from Southend: "Load up any version of *Deluxe Paint*, then right click on the Fonts icon. A requester should appear, but instead of typing in a font directory type ':IAMSUPERMAN' with no spaces. Now a game should appear on the screen." The guy's name? U B Nad. No we haven't, matey!


Clicking on the Fonts icon in *Deluxe Paint* would be easy if there was one!

FLASHBACK

Reviewed AF45 FG93%
Delphine/US Gold ● 021-625 3388


No need to bang your head against the wall any more. With this cheat you can actually walk through them!

A small cheat to get through any wall or door, even when it's closed. Simply walk up to the wall (or door) and turn around so that your back is against it. Hold down the fire button, and tap the joystick in the way that you are facing, then pull the joystick in the opposite direction and press fire. He will then carry on through the wall or door.
Neil Evans and Mark, er, 'Gerbil' Stott, Witney and Oldham, respectively.

HELPING HAND

Are you still stuck on Level 2 of *Blab the Unloved*? Well it's just as well Andy Nuttall's here to help you with more of those hard-to-beat Amiga games

FLASHBACK BOGUS SHOCK!

When I bought and loaded *Flashback*, I went to the password screen and typed in one of the passwords from the Cheat Compendium (*Amiga Format* issue 49). It didn't work. I checked, and the same codes appeared in most of the mags I could find in my local Smiths. As usual, *Amiga Format* bounced back into my good books with the correct codes. Where on earth did the bogus codes come from?

Ian J Forest
Rochdale

It turns out, after some intensive investigation by your roving reporter, that the 'bogus' codes were actually from the French version of the game, which was released earlier than the British version, and so made many trips over the channel before the official release.

Some magazines in this country printed those codes to claim a first, little realising that they were providing a useful service for those criminally suspect people who had pirated the game from the French version. Shameful.

HOLE IN MY SHADOW


Good wholesome stuff is this *Shadowlands* game thing. A whole lot of fun too.

I'm stuck on level nine in *Shadowlands*. There are two holes blocking the doors to level 10, and I have no idea how to move them or make them disappear. Please help.

Paul Netherton
Deal

You need to cast a light over the holes, and they will then disappear. Domark have a helpline for their games old and new, why not try calling 081 780 2224 for more help.



This game was based on a film that never existed. A shame *Escape to Victory* wasn't.

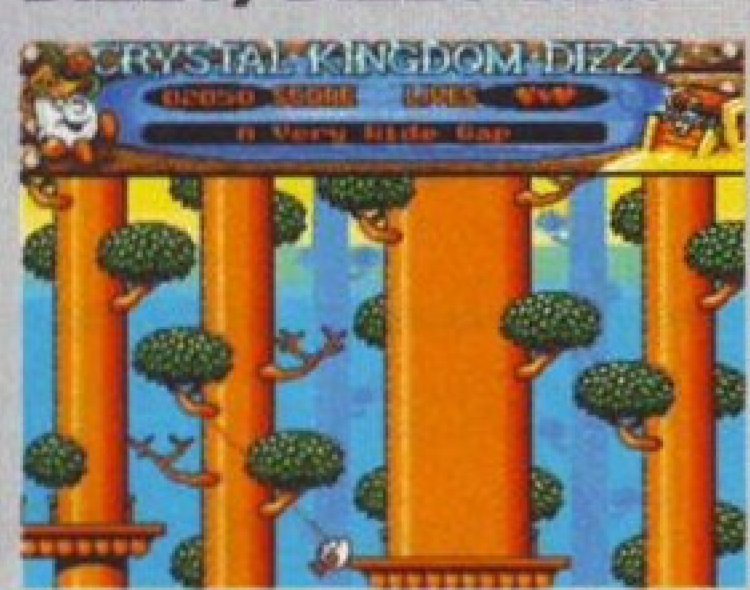
INDY AND THE MAGIC LAMP

Help! I'm having difficulties with *Indy Jones and the Fate of Atlantis*. I've distracted Sternhart to pick up the kerosene lamp, but I can go no further into the temple. Also, where do I find the Bead of Orichalcum which I need to trade with Costa?

Mark Bloomfield
Colchester

Go into the temple, open the kerosene lamp and use the kerosene on the spiral shapes to clean them up. Now take the spiral shapes out of the wall and use them on the elephant's head to get the Bead of Orichalcum. Easy, eh?

DIZZY, DIZZY BEE!



Doric columns or is that Corinthian? Whatever it is they've all got growths. Classicism? Pah!

Dizzy's giving me the needle
On level 2 of *Crystal Kingdom Dizzy*, what do the large sheet, the needle and the thread do? Where do I use them?

Peter Beeston
Worksop

The answer lies in the deflated boat. Take the needle, the thread and the sheet to the boat and patch it up. When you inflate the boat, it will now stay blown up.

TOKI CHEATS

I can only get to the third stage of *Toki*. Do you have a cheat to help me make stage four?

Paul McCormick
Paderborn
Germany

Yep, simply type in KILLER while playing the game. This will provide you with infinite lives, and you can also use F1-F6 to skip levels.

TURTLE RECALL

Greetings! I'm having trouble with *Teenage Mutant Hero Turtles*. Will


This game was based in a film that really shouldn't have happened. Groody to the max!

you give me a cheat for this game?

Anonymous
Portugal

When you're asked for the security code, type in 8859, then 1506 for the second attempt. Now type in the correct number, and you can press the Help key to get infinite lives.

SISTERLY ADVICE

I know that *The Great Giana Sisters* is an old game, but I can't complete it. Do you have any cheats?

Darren McCormick
Paderborn
Germany

Start the game, then hold down the A, R, M, I and N keys to skip levels.

SEVENTH HEAVEN



***Dune 2* was actually written by David Lynch and a small baby ocelot with spikey hair and piles.**

Can somebody help me with *Dune 2*? I've been on it for weeks now, and I just can't get off level 7. Please help, I'm tearing my hair out trying to do it.

Brian Hargrave
Sunderland

Well, I've got to admit that level 7's a toughie. Took me a long time to complete that one you know. Unfortunately, I can't really give you much help, though, because it's just a case of plugging away at it until you get a lucky break. Make sure that you build up a fighting force as early as possible, then move out as many as possible to defeat the enemy (preferably before he begins attacking you). Concentrate on his manufacturing plant, then once you've destroyed that you have the edge. Also, remember to build as many gun/rocket turrets as possible, as well as or instead of walls. If you have enough of these you shouldn't be too bothered by enemy Ornithopters. Good luck!

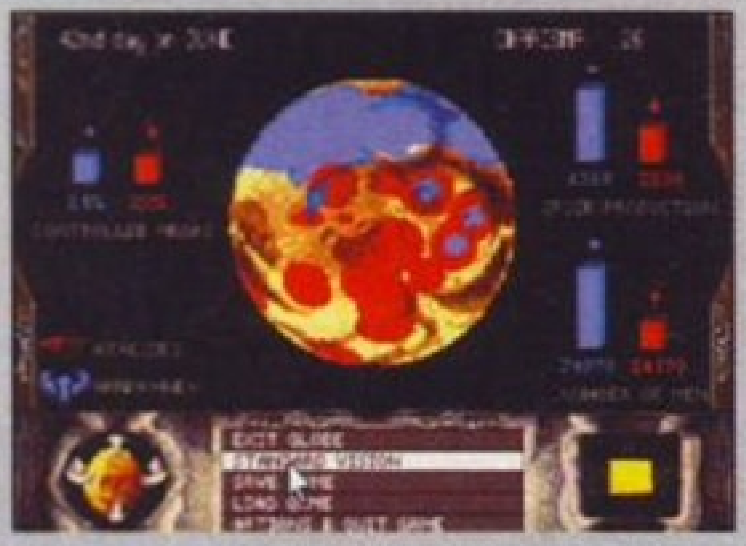
WIZARD WEAPONS

I would be grateful if you could give me cheats for *Lethal Weapon* and *Wizkid*, both by Ocean.

Gary Armstrong
Luton

To skip to a desired level in Lethal Weapon, *simply hold down the Alt and F keys, then press the number on the numeric keypad which corresponds to the level required. Wizkid, though, I'm not too sure about. Does anybody out there have a cheat?*

DUNE TIPS


Frank Herbert eh? Silly name. Might as well have called himself Benny Bumhead. Pah!

Help! I'm stuck on *Dune* (the first one). I need a lot of tips, beginning to end. Please help me!

C Bond
London

I'd love to be more helpful than I'm going to have to be, but... could you perhaps be more specific, C?

MUSIC TO YOUR EARS

I'm having difficulty with *Turrican 2* – I can't get any further than stage 3. Do you have a cheat?

Carey J Webb
Burnham-on-Chouch

Well, let's see. If you access the Music menu (by pressing Help while on the title screen), then type in 142 and press Escape twice, you will be indestructible.

SEND US YOUR STUFF

If you're having trouble with a particular game or have a solution to a letter printed in the magazine, don't keep it to yourself – write it down and send it to us, and we'll do our best to print it. Send it to:
HELPING HAND
Amiga Format, 30 Monmouth Street, Bath BA1 2BW.

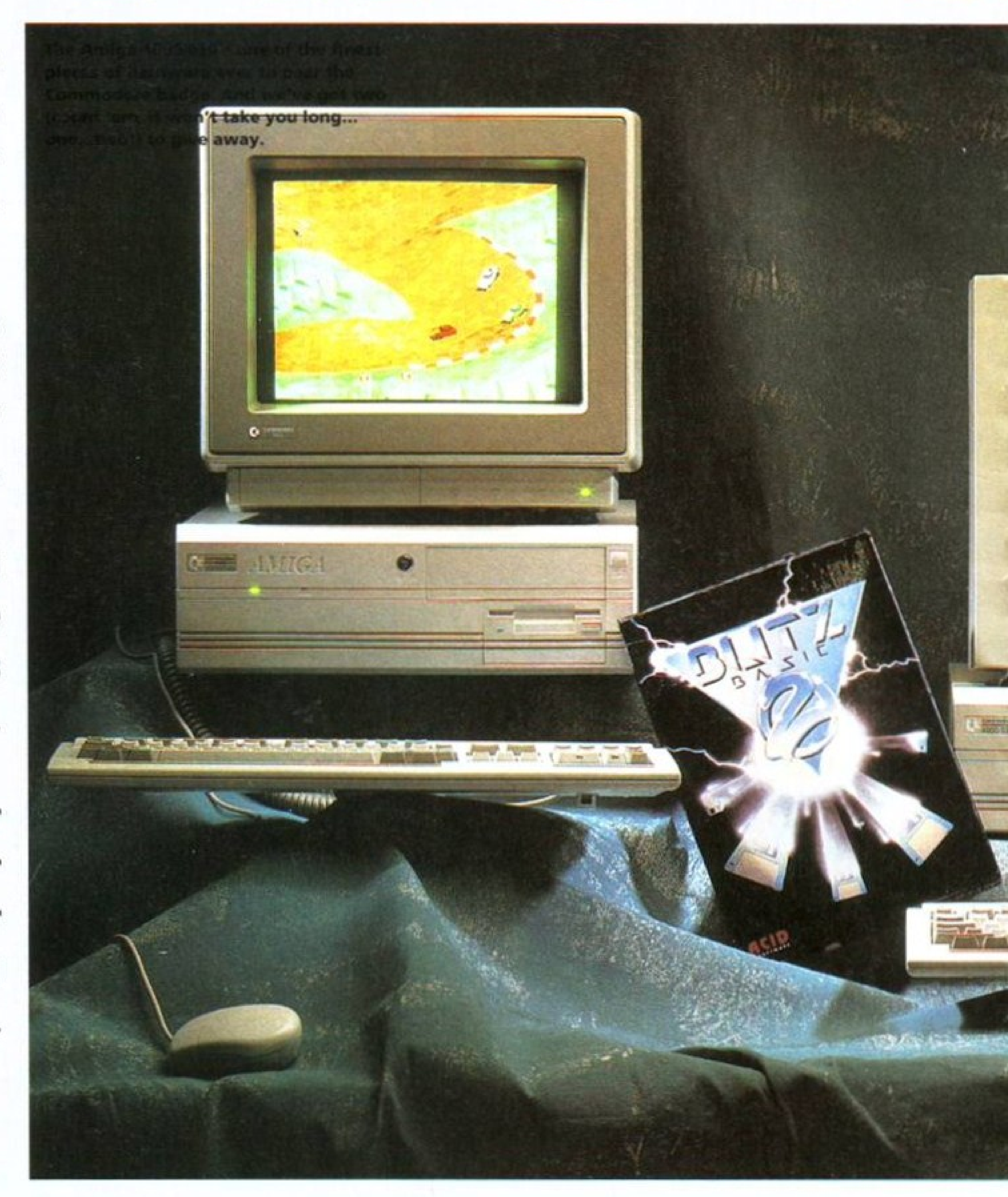
WIN TWO A

By now you should have ripped the Blitz Basic 2 Coverdisk off the front of this month's issue and be holding it in your sweaty palm. What are you going to do with it?

You could play the superb version of Defender, or you might have a go at the gorefest which is Zombie Apocalypse. On the other hand you may fancy winning yourself an Amiga 4000/030.

Acid Software, programmers of Blitz Basic, and Amiga Format are offering two of these fabulous machines to the lucky winners of this great programming competition.

All you have to do is write a game, or any other kind of program in Blitz Basic 2, using either the version on this month's Coverdisk or the full package (available on page 151 at the special price of £49.95).



The Amiga 4000/030 – one of the finest pieces of hardware ever to pass the Commodore badge. And we've got two ... won't take you long... one...two!) to give away.

OVER £2000 WORTH OF

We don't care! We don't care whether it's a game or a serious program that is. *Blitz Basic 2* has more than proven its games writing abilities. But its power with the intuition libraries makes it more than a match for any other package when it comes to writing spreadsheets and databases too. So we're not telling you what to write, that's up to you.

We're not asking you to be original either. After all, *Defender, Zombie Apocalypse* and *Skidmarks* are hardly revolutionary in design terms. What they are though is highly-playable, highly-addictive classics. So if you choose to rip off *Tempest* or *Mr. Do!* we won't go getting upset about it. All we're asking you to do is write a game that makes us find it difficult to put our joysticks down. A tall order, to be sure. We are wizened, jaded and hardened games-playing professionals, after all!

But get cracking, read the tutorials in this and future issues of *Amiga Format*, and write yourself a program. If it's one of the best two we receive, you'll find yourself the lucky (and skilled) owner of a brand spanking new Amiga 4000/030.

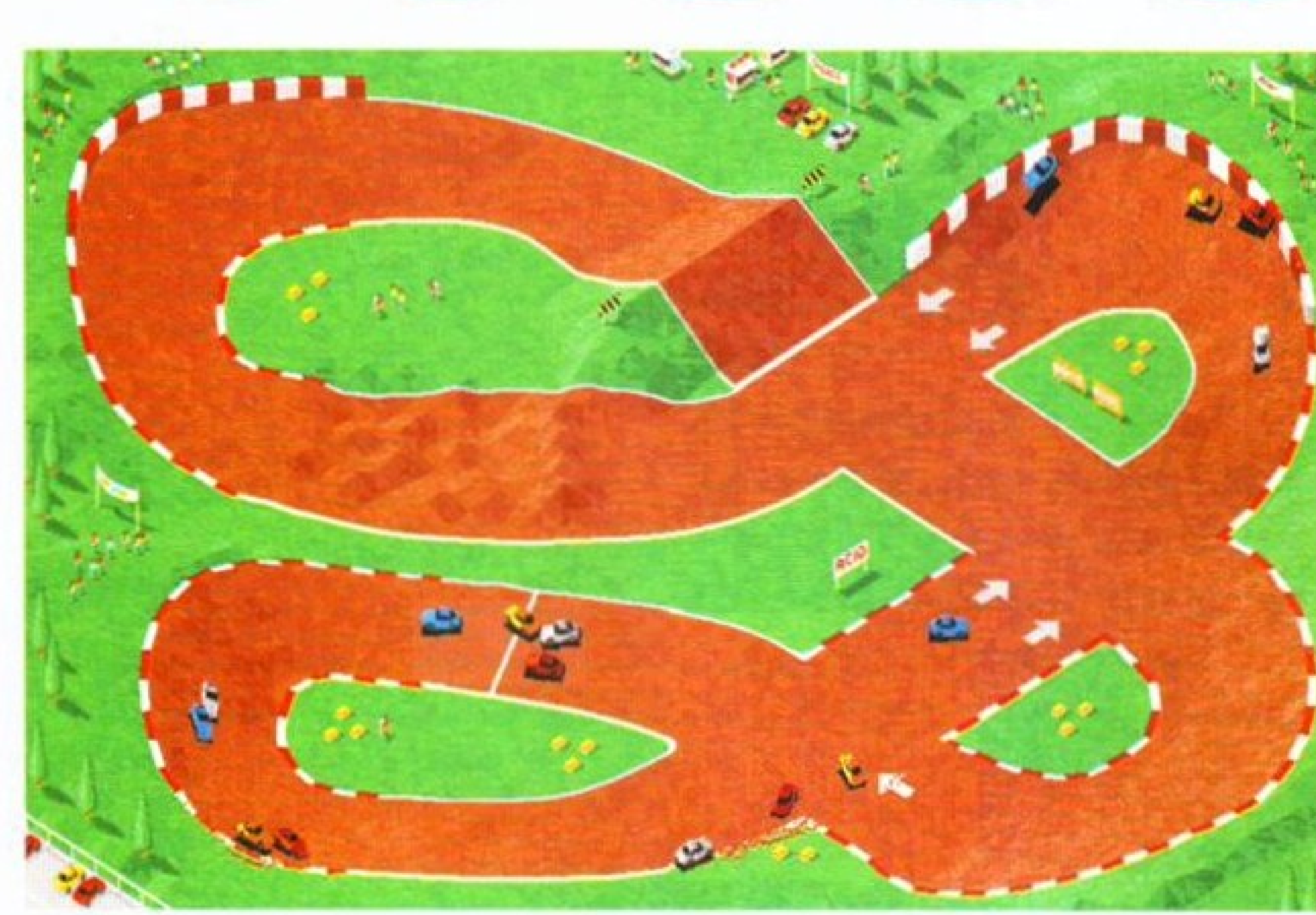
The winner will also achieve fame and fortune as the star programmer of an *Amiga Format* Coverdisk program. We'll put your game (or a cut down demo) on a future issue's Coverdisk. The copyright of the game will remain with you, and so you will be able to collect all the shareware fees.

If you do as well as Bryan Bell did with his *Charlie Chimp* game, you'll be laughing all the way to the bank, and we'll all be looking on jealously...

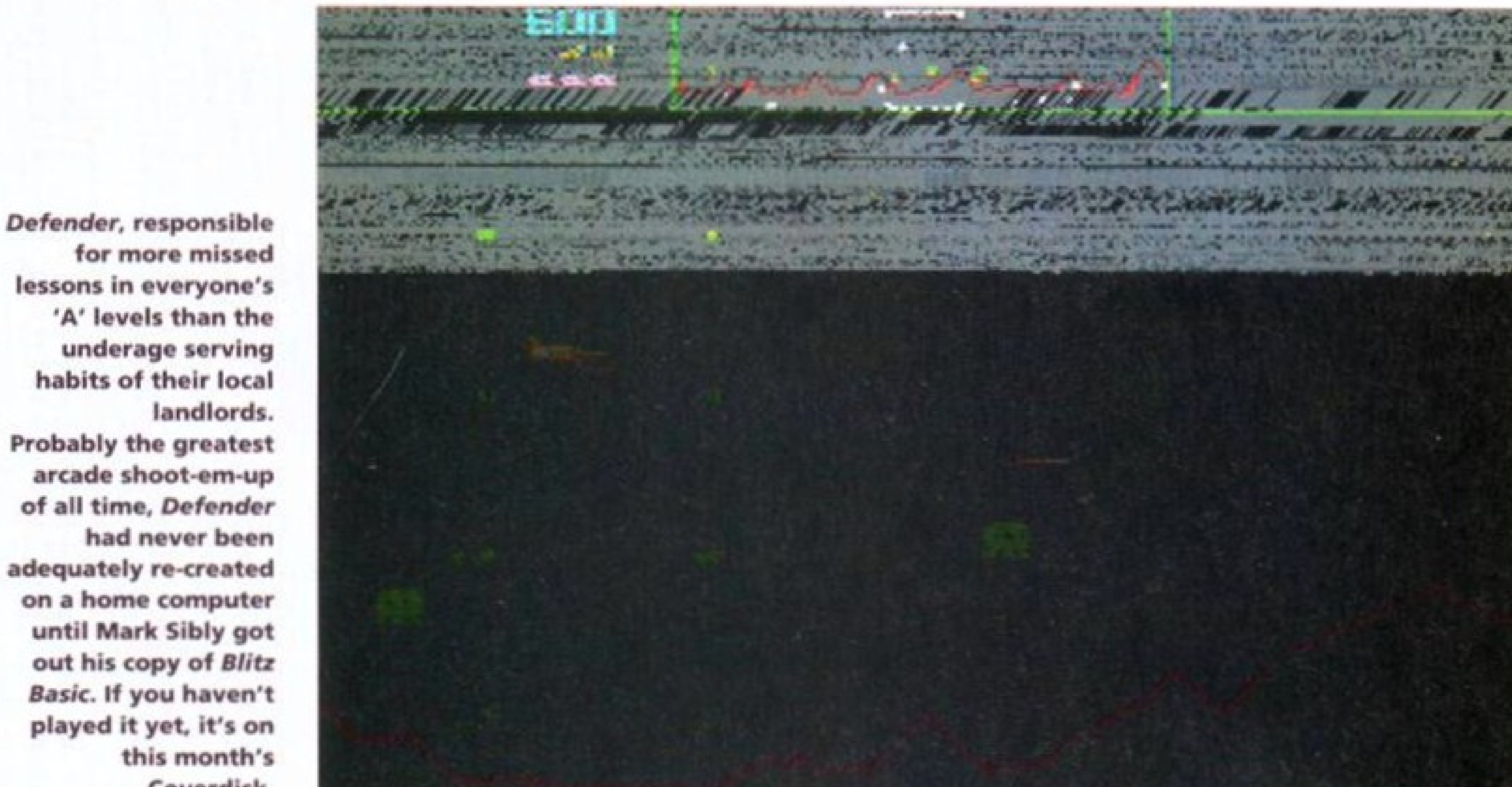
If you feel the need for the extra features of the full *Blitz Basic 2* to help you create your programming masterpiece, you can buy this powerful package (worth £69.95) at the bargain price of just £49.95. Turn to page 151 now and find our more about this fabulous deal.

MIGA 4000s





The more than slightly excellent *Skidmarks* allows up to four players to battle it out on the dirt track, bump bumpers and generally do driving things. The full game will be commercially released soon, and will feature monster trucks and loads of other goodies. If you haven't played our Coverdisk version yet, get a friend and give it a go. It's completely addictive and it was written completely in *Blitz Basic 2*.



Defender, responsible for more missed lessons in everyone's 'A' levels than the underage serving habits of their local landlords. Probably the greatest arcade shoot-em-up of all time, *Defender* had never been adequately re-created on a home computer until Mark Sibly got out his copy of *Blitz Basic*. If you haven't played it yet, it's on this month's Coverdisk.

PRIZES UP FOR GRABS

OBEY THESE RULES!

1. Employees of Future Publishing, Vision and Acid Software may not enter.

2. Mark Sibly definitely can't enter.

3. All entries must be received on 3.5 inch AmigaDOS disk before 31.1.1994.

4. Amiga Format reserves the right to place the winning entry on the *Amiga Format* Coverdisk, but not if it's crap. Then again, if it's crap, it won't win.

5. Copyright remains with all entrants, so even if we put it on the disk, it remains your property, and you can collect the shareware fees and retire.

6. Erm... that's it.



Zombie Apocalypse. Written in *Blitz Basic* (but then what did you expect us to say?) Zombs, as we've come to affectionately know it, is a bit of a gorefest. In fact we have chosen to give it a 15 certificate on this month's disk label, just to be topical and cause controversy. This fast action packed shoot-em-up may be a little shallow, but it's loads a fun. And it really shows what you can achieve very easily with *Blitz Basic 2*.

Amiga Format and Future Entertainment Show
Get creative competition



This is your final chance to get creative and win some fabulous prizes. So don't put it off any longer – get your entries in now!

Over the years the Amiga has grown into an extremely sophisticated machine. Not just as a games machine, or solely for serious use, but the Amiga is now a capable performer in many areas. At creating gorgeous graphics, the Amiga is master, with programs like *Deluxe Paint*, *Imagine* and *VistaPro*. And Desktop publishing is a doddle with *PageStream* and *ProPage*. With its ability to play sampled sounds and run a wide variety of music programs, the Amiga is also a powerful music machine. And Editing and titling videos is another skill the Amiga is adept at.

Because of these plentiful and wondrous abilities, we've put together a mega huge competition with prizes that represent the variety of operations the Amiga is used for. And the different things you have to do to win the prizes means that everyone has a good chance of winning a prize they can really make the most of!

Each of the prize winners will have their prizes presented to them at the Future Entertainment Show on 11-14 November. (But don't worry if you win and you're not there, your prize will be sent to you. But you would be mad to miss it.)

This year the FES promises to be even bigger and better, with 150 exhibitors covering around 20,000 square feet of the Olympia Exhibition Centre. More than 60,000 people are expected to attend the show, and tickets priced at £6.95 or £24.95 for a group of four, must be booked prior to the show.

A credit card hotline has been set up for the show, so to book your tickets call 051-356 5085.

WIN! AN AMIGA 1200



Happy families in 'Hodjasville' – a grand line up ready for you to decide which characteristics they'll have. That's if can design a brilliant game.

Following the completion of *Second Samurai*, Vivid Image are about to embark on their most ambitious project to date. *Hodja* is to be a CD-only game, developed for every CD platform, and Vivid Image want you to design it for them!

This isn't just the Vivid Image boys being lazy – they've done the preliminary work on the game, like designing the characters in the story and the basic scenarios, and what you have to do is come up with a design for the game itself.

The story so far...

Hodja is a Turkish folk hero, believed to have lived around the 13th century. His name means 'the wisest of men' and he makes his living by telling funny stories, making predictions and giving advice to people. Because what he says is completely made up and untrue, most of his predictions go wrong, so he can't stay in one place too long.

A typical suburban family, whose name you must make up, hires Hodja for a birthday party. What the parents don't realise is that Hodja practices real magic, but he's not very good at it. He grants the child a wish, which he must ask for while blowing out the candles on his birthday cake. The lights go out, the boy blows out the candles, and when the lights come back on, the family is sitting in a strange, monster-filled fantasy world. One of Hodja's spells has backfired... again!

Here's where you come in!

Design a game continuing on from the above story. To help you, Bill Hajee (who animated the mice in the Disney film *The Rescuers*) has drawn a rough of what the family look like – see the cartoon. He will also be working on the in-game graphics, so don't worry if you can't draw!

Make your design in full storyboard-type form if you can, with detailed pictures describing each of the areas of the game, and some brief text to describe them. However, If your drawing is not so hot you can just sketch out the scenes, and write down descriptions of the levels.

The game design must be appealing to the whole family. Because a family is portrayed in the game, a real family should be able to control the characters. Up to four players may play the game simultaneously, with each playing the part of a family member. There should be an option to switch to anyone at any point in the game.

A family pet could be included, either a cat or a dog, which would either help or hinder the family's efforts. Alternatively, a baby monster could be befriended by one of the children during the adventure. Oh, and not forgetting, of course, Hodja's beloved donkey, Eshek.

Each member of the family should have different objects (which they were carrying prior to the casting of the spell), which they can use to get rid of the monsters they meet. Also, since the physical attributes of the characters vary, so must their abilities.

To avoid patronising the characters, you should introduce humour and role-reversal. For instance, the father may be terrified of snakes, while the mother may find them cute. Remember that *Hodja* is to be for CD-based machines only, so there are no limitations for the game's size and scope. Think of it as an interactive mini-movie, but steer clear of the all graphics and no gameplay type of game. Try to make it easy to play and combine adventure with arcade sequences and puzzles. Above all, have fun!

THE PRIZES AND HOW TO ENTER



Send your entries in by 8 October 1993 to:
Write a Vivid Game Competition, *Amiga Format*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

Your entries must either be as a full script with sketches or a full storyboard. The entries will be judged by Vivid Image.

The main prize for the best game design will be a shiny new A1200! And Commodore have given us an Amiga CD32 to give away as a runner-up prize – so, get your thinking hat on, and go for it!



3 Panasonic PRINTERS







With each of the Panasonic printers, you also win a copy of the word processor, *Wordworth.*

AND WORDWORTH UP FOR GRABS

Whatever you're using your Amiga for, whether it is simply word processing and writing letters, or complex graphics and illustrations, you will need some type of output device. That's why we've got together with leading mail order company, Indi Direct Mail, to offer you the chance to win one of three high quality printers from Panasonic.

With each of the three Panasonic printers we're also giving away a copy of Digita's excellent word processor *Wordworth*, worth £129.99.

Indi are offering a Panasonic KXP-4410 laser printer as first prize. Worth £499.99, it can handle complex graphic applications, has low running costs, and prints up to five pages a minute. Second prize is a Panasonic KXP-2123 24-pin Quiet colour printer worth £239.99, and third prize is a Panasonic KX-P2180 9-pin colour Quiet printer worth £189.99. Both high performers, they use Quiet printing technology and have fast printing speeds.

ANSWER THESE QUESTIONS:

1 How many fonts are there on a Panasonic KX-P4410 laser printer?

2 How old are you?

3 What are the print speeds of the Panasonic KX-P2123 Quiet colour printer?

4 What computer/s do you own?

5 What is the sound level of the Panasonic KX-P2180 Quiet colour printer?

6 What will your next computer-related purchase be? (A clue: the answers to questions 1,3 and 5 are on the Indi advertisement.)

TIE BREAKER:

I think Indi is the number one choice for computer products because ______________________

____

____

____

(in no more than 15 words)

Send your answers, and your name and address and phone number on a postcard or the back of a sealed envelope to:
Indi Printers Compo, Amiga Format, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

TO ARRIVE NO LATER THAN 8 OCTOBER 1993

WIN! A VIDEOPILOT



With Videopilot you can cut and edit your videos with professional results.

If you win this competition you can turn your Amiga into a multimedia machine with this excellent video editing suite from V3I. Plugging into your Amiga's serial port, and controlling up to three source decks and one single destination deck at a time, the Videopilot enables you to cut and edit your videos to achieve more professional results.

Because we know that anyone interested in winning a Videopilot will be a dab hand with their camcorders (or are working on it), to win this competition you have to make a video recording.

Now we're not fussy – the subject matter is completely up to you – it can be humorous, thrilling, horror, a music video or a recording of everyday life. What we do want is originality and style. But what we don't want is your original and only copy of your recording – if it gets lost or damaged in the post you will have lost it for good.

Send your entries, and your name, address and phone number on a postcard or the back of a sealed envelope to: Creative Film Compo, *Amiga Format*, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

WORTH £1,300!

WIN A DAY IN A TOP RECORDING STUDIO!

If you've ever thought about creating music on your Amiga, then now's the time to do something about it! You could win a full 12 hours in a professional recording studio, to record your music using a full set of professional gear, with a recording engineer thrown in to help you out with the difficult bits.

The studio is Heritage Studios in Huntingdon, owned by percussionist Evelyn Glennie and engineer Greg Malcangi. It features 20-bit digital recording, 48 channel MIDI, and samplers, effects units and keyboards. And at the heart of the studio is an A4000/040 running the *Bars & Pipes Pro 2* sequencing program.

The winner and runner-up of this competition will also receive a copy of *Bars & Pipes Professional 2*, rated FG90 per cent in issue 46, so the total value of the prize is... oh, huge. So what are you waiting for? Get your entries in now!

HOW TO ENTER

All you have to do to win this competition is create a piece of music using your Amiga. This could be using a full-blown MIDI set-up, or a simple tracker program (such as *ProTracker* featured on the Coverdisk of *Amiga Format* 48).

When you have created your piece, record it either to ordinary cassette or DAT, and send it to: Get Creative Studio Comp, Deborah Thackery-Tyres, Heritage Studios, Heritage House, Main Street, Upton, Huntingdon PE17 5YF.

The entries will be judged by a panel including Evelyn Glennie, Greg Malcangi, and a Commodore representative.

Please supply a list of all the equipment you have used to create your piece. And don't send an original master of your music, because it cannot be returned to you.

YOUR ENTRY MUST BE IN BY 8 OCTOBER 1993

BRILLIANCE

The AGA chip set in the new Amigas is exactly what you want for creating superb graphics. And now Maff Evans uncovers the perfect paint package to make use of it...

THERE ARE TWO things that have already made the Amiga 1200 and A4000 a success. The first is the fact that they are top-notch, state-of-the-art 32-bit machines, and the other is the AGA chip set. Who could resist the 16-million colour palette? Not me, that's for sure.

The program that most people thought would be best placed to make use of the new graphics capabilities was the AGA version of *Deluxe Paint*. After all, it has been the favoured paint program for most situations for quite some time. However, when came out a big problem cropped up.

Sure, all the tools are there, but *DPaint AGA* is so slow. Now Digital Creations (the brains behind the highly acclaimed DCTV system) have pitched their attempt into the AGA paint market with *Brilliance*.

The Brilliance package consists of not one but two programs: *Brilliance* and *TrueBrilliance*. The first is what's termed a register-based program, which means that it works in the normal Amiga colour modes (two to 256). *TrueBrilliance* is used for manipulating HAM images and can also handle 24-bit images in HAM mode.

Splitting the package into two separate parts means that none of the features have to be scrimped on to make everything fit. If you need to use special HAM tools, then you use the HAM-specific program rather than making do with inappropriate tools designed for fewer colours.

Whichever version of the program you use, you really need 4Mb or more of RAM to make the most of it. It will run in two, but you are rather limited as to what size of file you can play with, especially in HAM-8 mode. Keep this in mind when getting into graphics on your AGA machine: all those colours need a lot of memory!

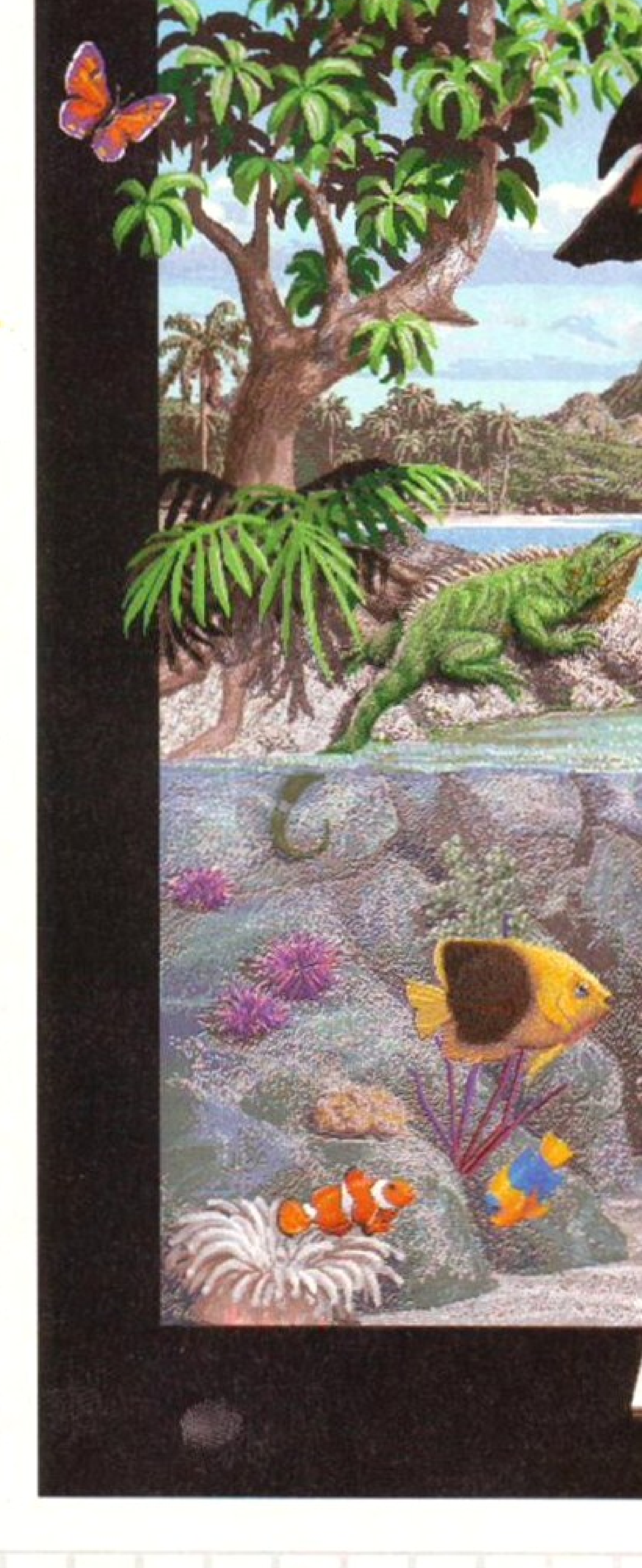
The appearance of *Brilliance* makes a move away from the usual *DPaint* looka-likes, being more akin to professional art packages. This is because there are no pull-down menus to search through when you need an option. Instead, each area of the program has its own dedicated control panel that can be called up from the main menu, so all the options and tools you need for one job are in one place.

This makes a refreshing change and makes the whole thing a lot easier to learn. In fact – I never thought I'd say this! – it makes even *Deluxe Paint* look cumbersome. Anyway, enough of the cosmetics, what of the features?

Working in *Brilliance* falls into three main areas – painting, brush manipulation and animation – so let's take 'em in turn.



AMIGA GOLD FORMAT



MAIN PICTURE: This composite image shows how the tools in *Brilliance* can give an enormous range of effects, working in anything from 256 to 260,000 colours!

Painting

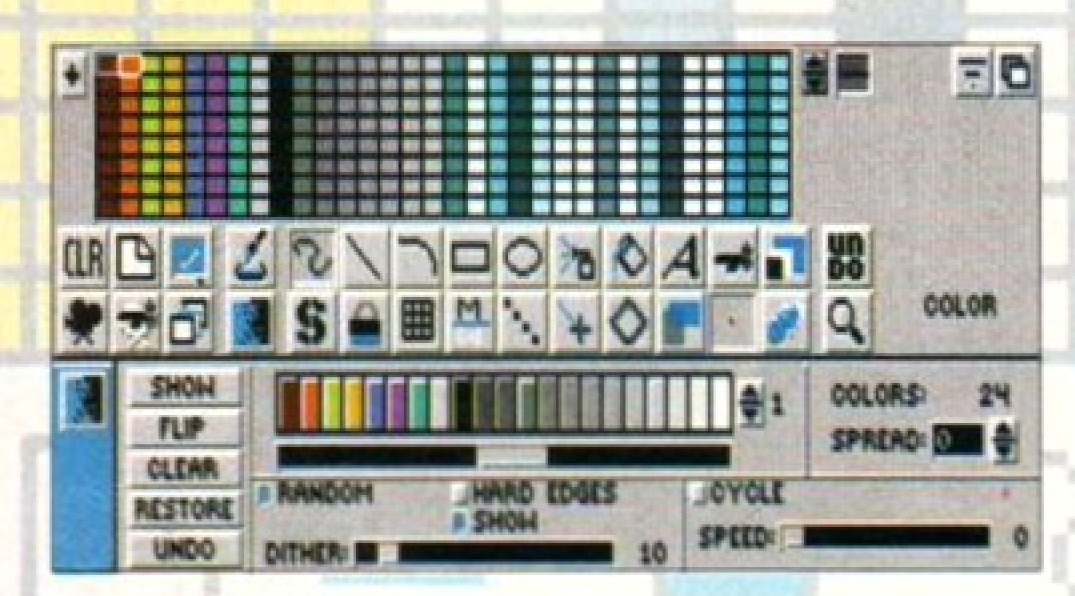
The paint tools are organised extremely sensibly. Instead of having separate menu items for empty or filled shapes, both are on the same button. If you want to draw a filled rectangle instead of an empty one, just click twice on the rectangle gadget.

If you want to access options linked with a tool, you just click on its icon with the right-hand button to call up a special control panel. Very easy. This means you can get straight in, rather than having to learn loads of icons before you start.

As well as painting with straight colours, there are a number of special paint modes that you can access. These include all the usual smear, smooth and cycle effects along with a few specialities.

Look into the glass orb

Using one of the sample pictures included with the package, here is a do-it-yourself example of how Brilliance's excellent gradient fills and Transparency mode work in practice.



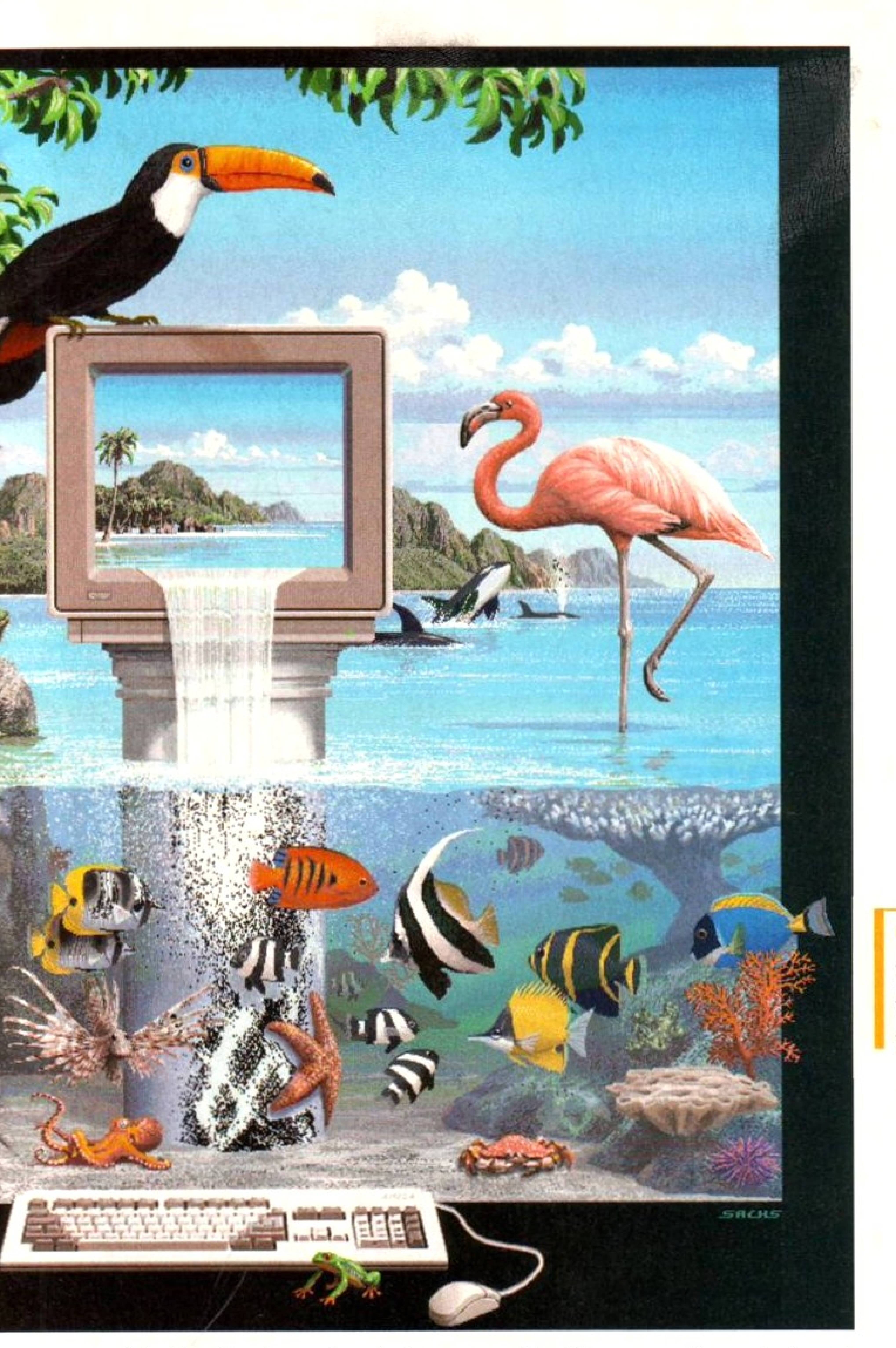
1 Load up the Lagoon picture and go into the Edit Palette screen. Set up a spread of shades of grey over a range of about 32 colours, then transfer the spread into the range requester.



2 Select the filled ellipse tool, enter the brush mode panel and choose the Highlight option. Now open the Transparency window and make sure it will act on RGB values at about 50%.



3 Now just draw a circle by holding the left button and dragging the mouse with the Ctrl key held down (this constrains the ellipse to a circle). And that's it! A simple way of drawing glass spheres on a picture.



The Tint function works a lot better than its *DPaint* counterpart (it's available even when using filled shapes, rather than just in freehand or airbrush modes), the Brighten and Darken functions work to a variable amount (specified by moving a slider) and Average Smear (equivalent to *DPaint's* Blend) works much more smoothly, blending colours in sweeps rather than spurts as *DPaint* AGA does.

Along with the impressive drawing functions, *Brilliance* also boasts a wide range of gradient fills for drawing solid shapes. The colour gradients are defined in a very flexible editor. Not only can you simply drag the pointer across the window to enter complete ranges from the palette, you can also enter double-markers for abrupt changes in gradients, have different gradients for each drawing screen and set the program to calculate inbetween shades so that your fills are as smooth as possible.

The fill types on offer are horizontal, vertical and angled gradients, highlight fills, spherical fills and radials (which are concentric rings that always emanate from the centre point). These can all be set to 'fit' in to an awkward shape, so that the gradient flows smoothly right across an area. Using these fills, you can create very solid-looking objects – especially when you use a lot of shades in a colour range.

Unfortunately, there isn't a rub-through function (which would help you to blend another image into your painting, giving an effect like painting on glass) but there is another method which can be used to similar effect.

Any drawing mode in *Brilliance* can be applied using the Transparency function. This causes the image being drawn (whether it's a filled shape, a freehand line or a custom brush) to appear translucent. With careful use, this can be every bit as effective as rub-through. By mapping a map of the world onto a sphere, picking it up as a brush and stamping it down on another picture using Transparency, I managed to create a very effective glass globe effect in next to no time.

Quite a few packages have many of these effects, but *Brilliance* has an edge due to the sheer speed with which it carries them out. Gradient fills are calculated and drawn in a few seconds, no matter how many colours you use. No longer do we have to start a fill then go off and have a cup of tea while the Amiga works it out.

Brush manipulation

Picking up and using brushes in *Brilliance* works in a very similar way to *DPaint*. You select the brush-cut option, draw around the area you want to cut and that's it.

Brilliance goes a bit further than that, though. You can then use the Transparency mode to get a rub-through effect, as described above, as well as go through all the usual bending and twisting effects or use it for four types of pattern fill: tile patterns, horizontal stretch-fitting, shape contours and perspective.

There is a range of functions for fine-tuning the control of brushes either when picking them up or using them: Auto Background looks at the colours in the four corners of a brush and sets that as the transparent background, Tile Cut removes the right and bottom lines of a brush (so that pasting brushes next to each other doesn't cause an overlap) and Align enables you to reposition a brush relative to its original screen position (useful for creating smooth pattern fills).

> "*Brilliance* has an edge due to the sheer speed with which it carries operations out. No longer do we have to start a fill then go off and make a cup of tea while the Amiga works it out..."

You can also remap the colours in a brush, copy its palette to the main screen palette or switch the position of the brush's handle.

One particularly useful option is the ability to store eight brushes. This really comes into play when 'morphing' brushes. By going to the Animbrush panel, setting the number of frames and then choosing which of the two brushes you want to morph together, you can create transformations from one brush to another.

The results of morphing vary, depending on the number of colours in the palette and the amount of antialias used, but on the whole the effect is very good.

Alongside the eight brush storage 'wells', there is a function for storing and retrieving brushes from the Amiga's clipboard, so that you can transfer brushes between *Brilliance* and *TrueBrilliance* without having to save them to disk.

The control over Animbrushes is remarkable. Not only can you set the number of frames to pick up and the direction to use, you can actually force an animbrush to fit into an animation of different

Continued overleaf

THE MAIN MENU, AND WHAT IT OFFERS...

General controls include load/save of files, screen mode, and setting for types of animation.

The palette of 256 colours, with up and down arrows on the right to scroll through. New colours are picked with a dropper from a colour square on a panel which pops up when you click on the icon below.

These buttons control the clever system of pop-up panels used instead of menus to select tools.



The upper of these two buttons brings up the palette; the lower one activates colour cycling or pops up the gradient menu.

The special tools are stencil, lock background, grid lock, mirror, segmented draw, anti-aliasing, transparency, the pen tip (brush) size, and draw mode.

The standard drawing tools are much as you would expect – freehand draw, straight line, curves, shapes, airbrush, fill, text, brush cut-out and brush distort, plus undo and magnify.

The on-line help facility is on all the time and tells you what the button or tool under the pointer is for.

length automatically. Just set the number of frames in the Fit section and *Brilliance* will automatically add or delete frames in the Animbrush to keep the animation as smooth as possible. No more messing around pasting double-copies of frames and picking the brush up again to get the Animbrush to the right length. Excellent!

Animation

Most of the animation options in *Brilliance* are controlled using the Tween page. This acts similarly to *DPaint's* Move page, with figures being entered to make a brush move up, down, in or out of the screen or rotate around three axes. *Brilliance* enables you to create a path by setting a start and end point or by defining how far a brush should move.

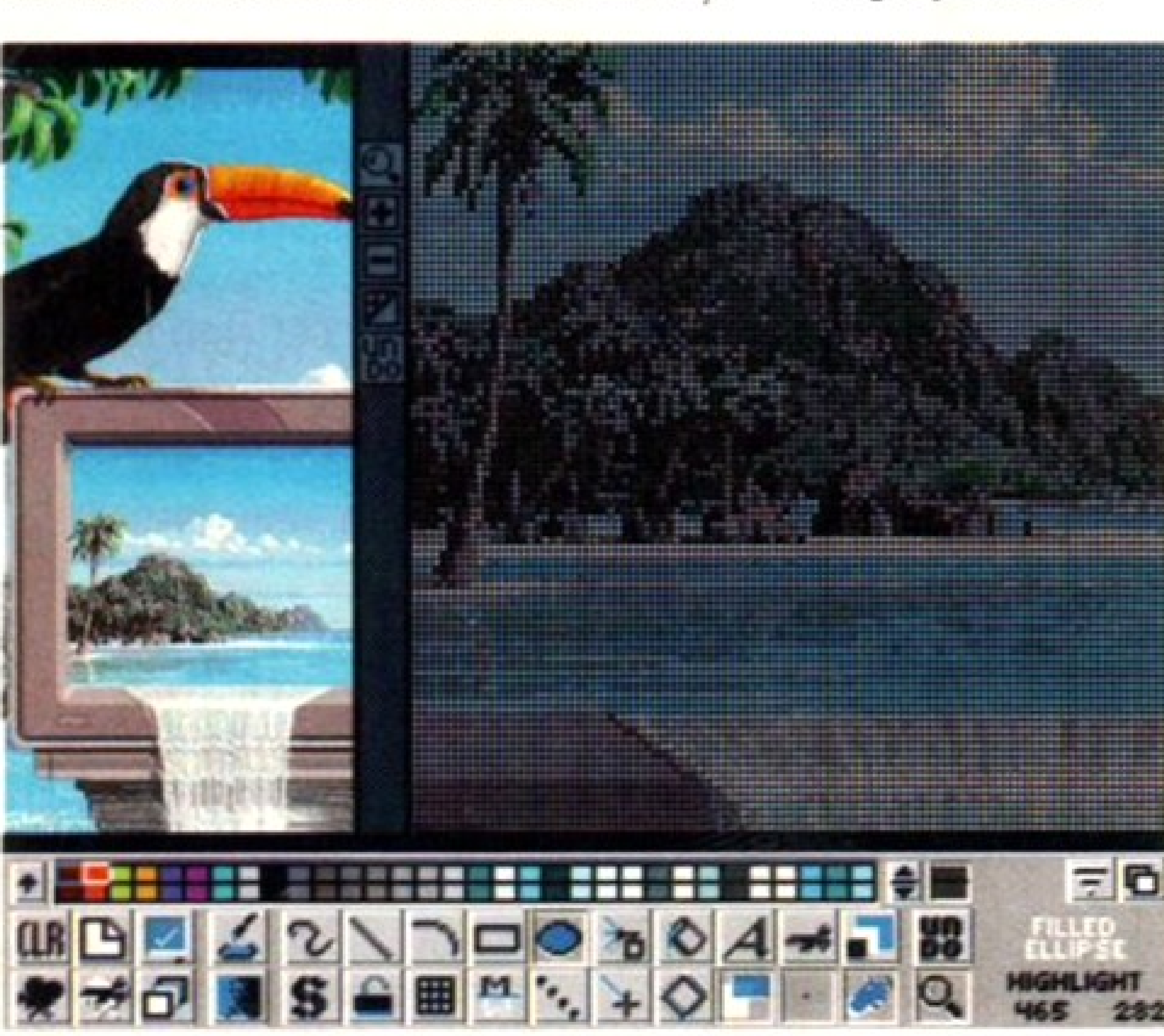
Extra effects, such as ease in and out, trails and fades can also be done from here, as can perspective effects. To keep things simple, *Brilliance* uses the values from the Tween page for all the program's perspective drawing functions, so you only have to enter one set of values.

If you don't like the sound of this numbers lark, don't worry. You can set up animations by stamping the brush down on the screen and copying the information into the Tween page. All you have to do is click on the Adjust button and the panel is replaced by a requester showing the data from the Tween page and some controls. You just select the data you want to edit, click on the screen, drag the mouse and the data will be transferred automatically.

If you want to create cartoon animation, with animated figures moving across a background rather than static shapes spinning and sliding across the screen, you can use Animbrushes in conjunction with the Tween page. This enables you to set paths for your characters without having to stamp down each frame in an Animbrush separately (which can be difficult, especially since *Brilliance* doesn't have a light-table feature).

Control over playing back and editing animations is provided in the Animation page, which is laid out like a video editor. Here you can choose the length of an animation, cut out or add sections, set the speed of playback and determine the way the animation will be played (forwards, backwards, looped or 'ping-ponged' back and forth). Finding a particular frame in an animation is just a matter of moving the slider – it really is that simple. In fact, anyone who has a video will be able to use it.

> "Control over playing and editing animations is provided in the animation page, which looks like a video editor. Finding a particular frame is just a matter of moving a slider – it really is that easy."



The magnify mode zooms right in so that you can see individual pixels. The degree of zoom in or out can be controlled with the buttons on the bar at the left of the magnify window.

As you've probably worked out for yourself, *Brilliance* is loaded with useful drawing and animation features, but it's not just the sheer number of tools on offer that impresses. Two other big points arise.

First, the program is very easy to use, thanks to its intuitive, flexible and well thought-out panel system. You just call up the panels you need and put them away when you've finished with them. It's great being able to have the colour palette, the range requester and the fill-type screen open and editable at the same time.

The second major factor is *Brilliance's* speed. Even in HAM-8 mode, everything zips along beautifully quickly.

You could put *Brilliance* up against any of the other art packages in its price range and on features alone it would easily hold its own, but with all three factors together (tools, ease of use and speed), you're unlikely to find anything as impressive on any machine. At getting on for 200 quid it is hardly cheap, but when you consider what you get it looks great value.



BRILLIANCE

DESCRIPTION
Paint and animation package

MANUFACTURER
Digital Creations

DISTRIBUTOR
All good retailers

PRICE
£195 RRP or less

RELEASE
Available now

SPEED ●●●●●
Streets ahead of *DPaint* and many other packages in most operations.

MANUAL ●●●●●
Well written with clear descriptions and tutorials to get you started.

ACCESSIBILITY ●●●●
The odd tool needs a bit of manual reading, but mostly pretty intuitive.

FEATURES ●●●●
Perfect, except rub-through and light table would have been useful.

VALUE ●●●●
A lot of dosh and you need a RAM expansion, but you get so much!

VERDICT

"Can handle anything DPaint AGA can do but much, much quicker. At nearly £200 it may seem expensive, but it's worth it. Probably the best paint package at the price on any type of computer."

92%



Presents... SUPER SEGA C.D. COMPETITION

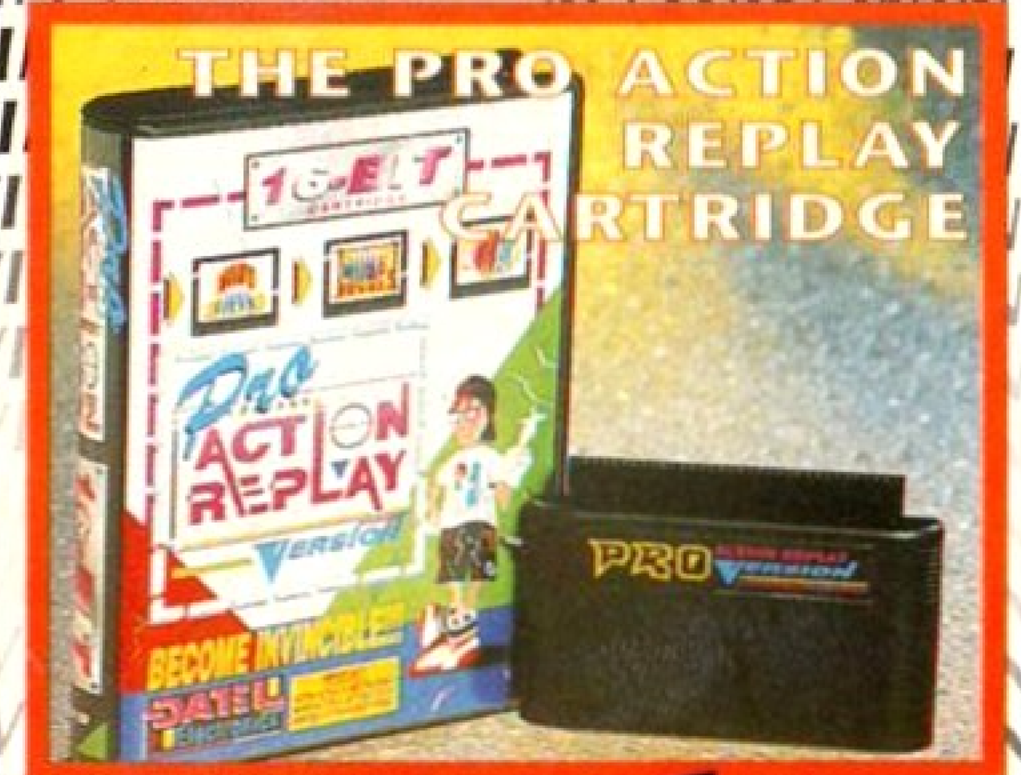
ENTRY FEE ONLY £1



1st 10 TO BE WON



2nd 25 TO BE WON



3rd 50 TO BE WON

SKILL CHALLENGE

COMPLETE IN INK, USING BLOCK CAPITALS

1. Fill in the missing word
SEGA ....GEAR

2. What is the first level of Sonic the Hedgehog?
....

3. Name the letters on the Sega Joypad
....

TIE BREAKER
Complete in no more than 10 words
I WOULD LIKE TO WIN THE MEGA CD BECAUSE ....
....
....
....

APPLICANTS CAN ENTER AS MANY TIMES AS THEY WISH, AS LONG AS THE FEE OF £1 ACCOMPANIES EACH ENTRY. PHOTOCOPIES ARE ACCEPTABLE.

ENTRANT DETAILS
NAME ....
ADDRESS..............................
....
....
.... POST CODE............
TEL No ....
SIGNED ....
PARENT OR GUARDIAN SIGNATURE IF UNDER 18
....

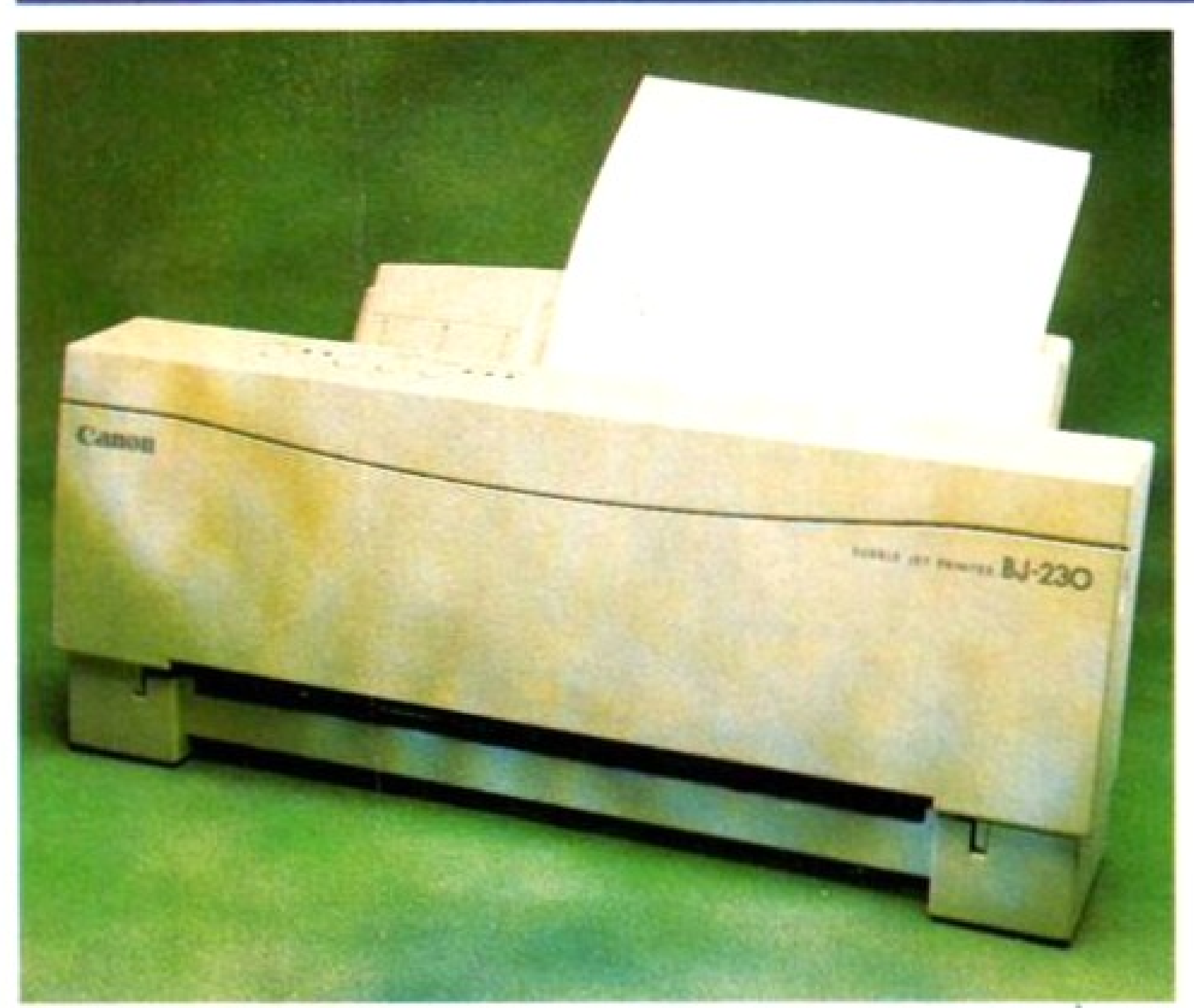
RULES & CONDITIONS
The competition is open to anyone 18 years and over (anyone under 18 must seek permission from their parents/guardian) except employees, agents and families of organisers and judges. Proof of posting will not be accepted as proof of delivery. The organisers will not be responsible for postal delays or postal losses.
The winner will be the entrant, in the opinion of the judges, with the most apt, original and skilful answer to the tiebreaker. Second and Third prizes will be awarded accordingly and will be judged in the same manner. The judges' decision is final. No correspondence will be entered into. Funds are not available for any other use.
If the total valid entries are less than 15,000 then the first 10 prizes will be substituted with a sum equal to 4% of the monies received, Second 25 prizes substituted with 1% and Third 50 prizes substituted with 0.2%. Monies received will be held in a deposit account, withdrawals will require the signature of a solicitor.
THE CLOSING DATE OF THE COMPETITION IS 12.11.93. COMPETITION WINNERS WILL BE NOTIFIED WITHIN 28 DAYS AFTER THE CLOSING DATE.

SEND POSTAL ORDERS TO:
(If sending cash, please make sure you send by registered post.)
UNFORTUNATELY, CHEQUES CAN ONLY BE ACCEPTED IF TOTAL EXCEEDS £2, IE 2 ENTRIES.
PYRAMID LEISURE, ARCHWAY HOUSE, STATION ROAD, CHESTER CH1 3DW

Canon BJ-230



Way back in Issue 48, Canon scored two hits with the Canon BJ-200 and BJ-10SX printers. Can they possibly repeat that performance with the new BJ-230? Richard Baguley squirts ink around the office to find out...



The BJ-230 is the latest addition to Canon's bubblejet stable of pedigree printers. And what a valuable addition it could prove to be, eh readers?

IF YOU'VE BEEN living under a rock for the last few years, you probably will never have heard of inkjet printing, and the words Canon BJ-10 will probably mean very little to you. However, if you have been reading the pages of ***Amiga Format*** in your bijou under-rock residence, you will no doubt be aware that Canon have recently released a slew of new inkjet printers, such as the BJ-10SX and the BJ-200. The latest to join Canon's happy family is the BJ-230, a wide carriage version of the ***Amiga Format*** Gold-winning BJ-200

Inkjet printers operate in a radically different way to the conventional dot matrix printers which work by striking the paper through an inky ribbon, leaving some ink behind on the page. Inkjet printers work by heating a small amount of ink in a very thin nozzle. This ink then squirts out on to the paper, producing the dots on the paper. This has the benefit of being extremely quiet, although it can be rather slow. The concept of inkjet printing was allegedly discovered when a Canon research engineer is said to have touched a syringe filled with ink with a soldering iron, and the ink squirted across the room.

The BJ-230 is fundamentally much the same printer as the BJ-200, but it's been extended to enable it to cope with landscape A4 paper. This won't be important for most people, but if you work heavily with spreadsheets, it could be a bonus. Most software (such as *ProPage* and *Pagestream*) enables you to 'turn' the page in memory, printing landscape pages on a printer that can only handle portrait. However, some programs can't handle this. So, if you want to print more rows of figures than you can fit on the width of an A4 page, this printer could be useful.

Eighty sheets of paper can be held in the sheet feeder, which automatically loads the paper as required. Canon claim a print speed of three pages per minute, but you would only approach this figure if you were working in high speed mode on a page containing only text. Add any graphics or Compugraphic fonts to the document, and things get significantly slower. For instance, the image shown on this page (done through the *AdPro* PrintPrefs saver) took around three minutes to print.

The BJ-230 has three print modes – High speed, high quality or super high quality. As you'd expect, the latter gives you the best image quality, but there is a price to pay in that your ink cartridges get used up extremely quickly. Phoenix supply a driver for this printer, and it also works fine with the BJ-10SX driver included with Workbench 3.

The print quality is as excellent as the other Canon models, with the same solid blacks and excellent range of tones. Add a print optimiser program (such as *TurboPrint* on last month's Coverdisk), and images are even better. The BJ-230 costs £60 more than the BJ-200, so unless you really need the extra width, go for the cheaper model.

This stunning printout was produced on the Canon BJ-230 from a HAM-8 original using the PrefPrinter saver of *Art Department Professional 2.3*.





CANON BJ-230

DESCRIPTION
Bubblejet printer

MANUFACTURER
Canon

DISTRIBUTOR
Phoenix 0532 350091

PRICE
£379.99

RELEASE
Out now

SPEED ●●●
Not the fastest printer on earth, but it's pretty fast with text.

MANUAL ●●●●
A 112 page manual gives you all the technical info you'll need.

ACCESSIBILITY ●●●●
With built-in Epson emulation, it's just a question of plug in and go.

FEATURES ●●●●
360 by 360 DPI resolution, and excellent greyscale rendition.

VALUE ●●●
How many people will want to pay extra for the wide carriage?

VERDICT

“ Although it's more expensive than the BJ-200, the BJ-230 has the advantage of a wide carriage facility, which could be very useful for people who need printouts of spreadsheets. ”



DIRECT

0908 379550

4D Driving £5.99	Dune £14.99	Nigel Mansell's Grand Prix £14.99
Amos Professional £39.99	Epic £14.99	Player Manager £5.99
Body Blows £16.99	Federation of Free Traders £5.99	Premier Manager £15.99
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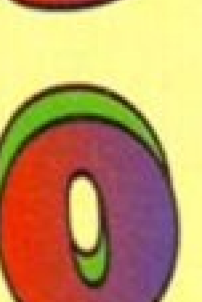
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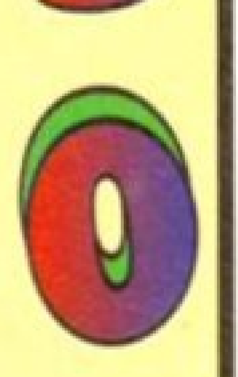
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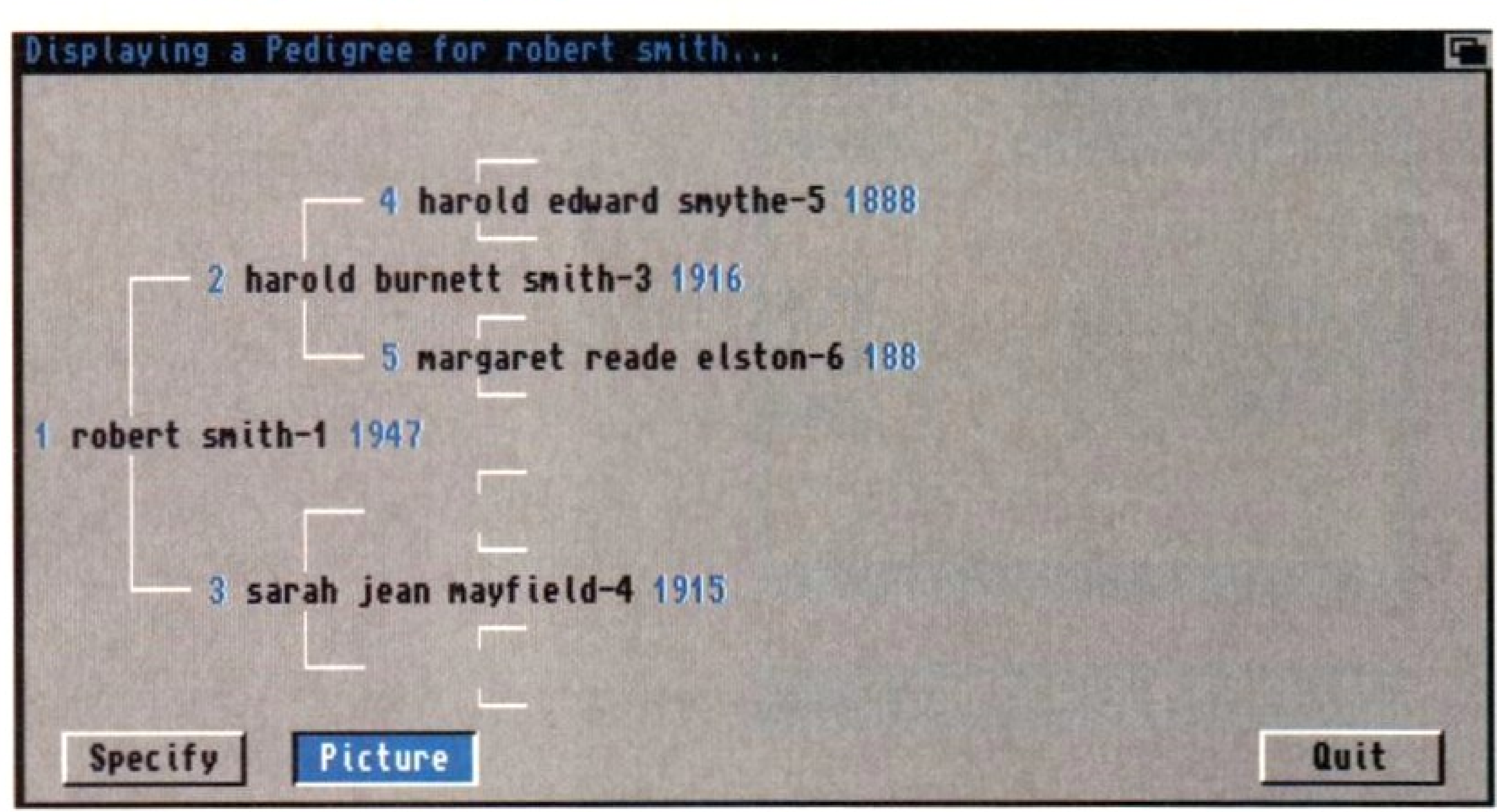
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OriGINS



With *Origins*, you can produce a pedigree chart for any member of the family. There is also no reason why you couldn't use *Origins* for keeping track of a family of, say, pigeons.

Richard Baguley decides it's time to get back to his roots, so he tries it with a new ancestor-tracing program from The Puzzle Factory.

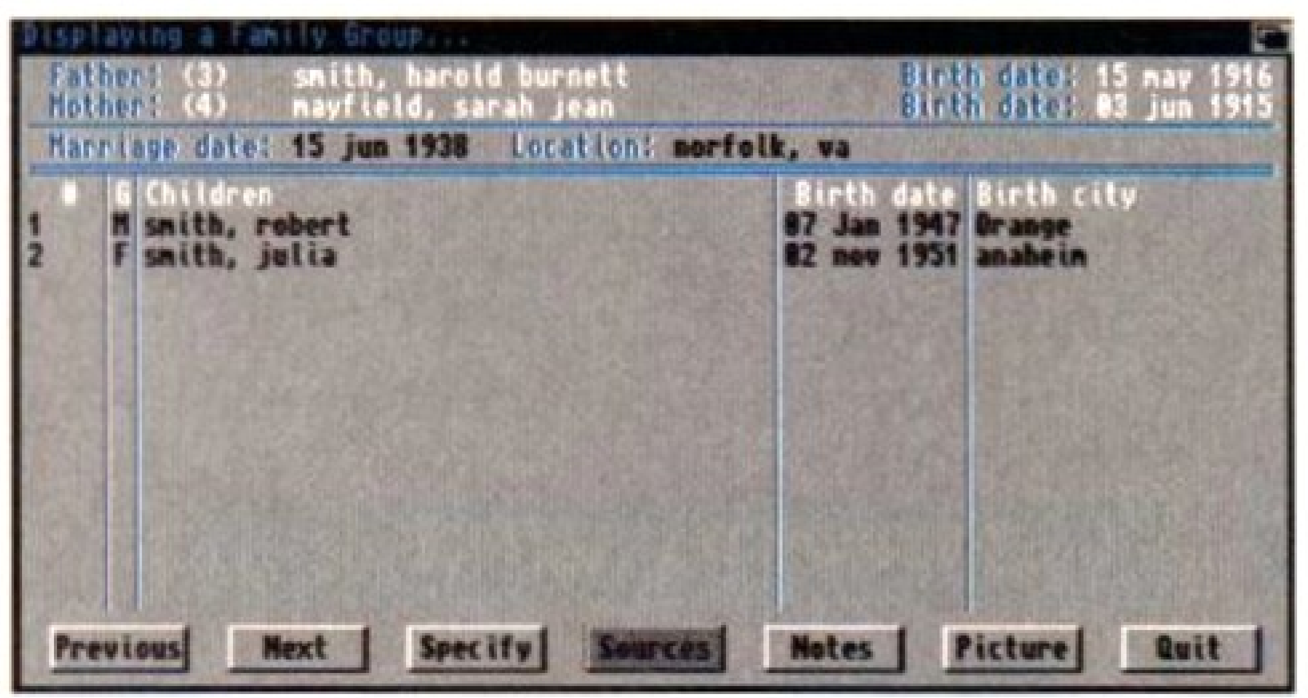
MANY PEOPLE ARE intrigued by the idea of being able to trace their family line. It's interesting to see how far back you can go, and what distinguished people you may be distantly related to.

Given that everybody has (more or less) two parents, once you go back several generations you're dealing with an awful lot of people. Go as far back as your fifth generation, and you have 127 people to deal with, and these are only your direct relations. Add to this any further branches of your family tree (such as uncles and cousins) and you can see how using a computer can be useful to keep track of the swelling ranks of your family.

The most widely used genealogy program on the Amiga is *A-Gene*, which is now up to version 4. There isn't much difference between *Origins* and *A-Gene* in the method of inputting data, although this is probably more to do with established standards – records being be kept on cards – than any copying between the programs.

However, *Origins'* reports are more flexible and process faster, although an option to design your own reports would have been useful. *A-Gene* is written in GFA basic and so its slower speed isn't a surprise. *Origins* also supports the Tiny Tafel specification, which is designed to give a small resumé of your family tree. This can be uploaded to a Bulletin Board so that others can scan it, or add information to your database.

Both *A-Gene* and *Origins* also support the GENCOM standard, which is designed to allow you to move information between programs running on different machines. Both programs can also attach IFF images to records, so you could have a scanned photograph of your subject or an image from a video attached to each record.



Among the many reporting options is one to display a family group, which gives you basic details of both the parents and the children.

Two ARexx interfaces are also included in *Origins*. One is designed for controlling an editor such as *Cygnus Ed* or *TurboText*, which are more powerful than the built-in editor. The other ARexx interface allows you to control *Origins* itself, and to import or export data from this. It might not sound particularly useful, but you could use it to connect the program to a Bulletin Board system, allowing you or others to read data or load data into your database from a remote location. If you're a good ARexx programmer, you could even use it to generate your own reports, or import the data into a DTP program to produce quality print-outs of the data.

Origins is faster than *A-Gene*, but it's also more expensive. If you just want the basic data storage and retrieval functions, *A-Gene* will suit you fine, but if you want to expand from this into more complicated areas such as moving data between programs, *Origins* is well worthwhile.



ORIGINS

DESCRIPTION
Genealogy database

PROGRAMMER
Jeff Lavin, The Puzzle Factory

DISTRIBUTOR
Helios Software 0623 554828

PRICE
£75

RELEASE
Out now

SPEED ●●●●
Searching through large databases is done very rapidly.

MANUAL ●●●
Fairly well written, although a bit dense in places, with plenty of tips.

ACCESSIBILITY ●●●
Complex, but it manages large amounts of data well.

FEATURES ●●●
Built-in reports good, but option to do your own would be better.

VALUE ●●●
More expensive, but more flexible than its rival *A-Gene*.

VERDICT

“ Very similar to its nearest rival A-Gene, but Origins has many more features and so quite reasonably has a higher price. This is a powerful, flexible genealogy program. ”



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Macro68 ASSEMBLER

There's a new assembler in town, and it's very quick on the draw. Jolyon Ralph wonders whether its speed alone is sufficient to kill off the wily, adaptable old favourite, Devpac...

The assembler in action. Although aesthetics aren't important when assembling, we thought you'd like to see how fast it is...

HERE'S A BRAND spanking new 680x0 assembler, supporting all the family: the 68000, 68010, 68020, 68030, 68040, 68881, 68882, 68851 and also the Copper processors. It comes on three disks with a 128-page manual packed with information.

It does not pretend to be a full development package. All you get for your money is the assembler: you will have to find your own text editor (although there are several good Public Domain editors available and if you want help debugging your code a debugger/monitor program will come in handy).

Macro68 voices proud boasts – it claims to be "the ultimate Amiga assembler" and that "*Macro68* is faster than all other Amiga multi-pass assemblers".

What that means in practice is that *Macro68* is the second fastest assembler available on the Amiga. The fastest assembler is still *ArgAsm,* published by Argonaut Software (famous for the early Amiga 3D classic *StarGlider,* and more recently for the Super Nintendo game *StarWing*).

ArgAsm is unique because it is a single-pass assembler: rather than scanning the source code twice, it only needs to scan the source once, resulting in phenomenal assembly speed. Unfortunately Argonaut have long since abandoned *ArgAsm* and they have no update plans.

Macro68 has one feature that is considerably in its favour when compiling programs with large numbers of include files. Like *Devpac 3* it can pre-assemble these for faster assembly, but unlike *Devpac* these can be held resident in RAM to speed up subsequent assemblies.

The *Macro68* control panel is about the most interesting part of the software to look at, but it struggles if you change your system font.

Macro68 has taken the brave step, unlike other Amiga assemblers, of using the new-style Motorola syntax. Introduced to set a standard approach for instruction syntax with the newer processors, this changes the form of many instructions. For example:

```
LEA 32(a0),a1            ;old syntax
    becomes
LEA (32,a0),a1           ;new syntax
JSR _LVOWaitTOF(a6)      ;old syntax
    becomes
JSR (_LVOWaitTOF,a6)     ;new syntax
```

Although it's a sensible idea, and if you're new to the language the new syntax may seem easier, if you're an experienced 68000 hacker, you'll probably hate it. More importantly, almost all example source published uses the old syntax, though existing source code can be converted to the new syntax with an included utility.

Other points in *Macro68*'s favour include its ARexx handling, which is second to none. If you want to set up your own assembly environment, based around *Cygnus Ed,* for example, then *Macro68* can control and be controlled far easier than either *ArgAsm* or *Devpac* can.

Unfair as it may seem, *Macro68* has to be compared to *Devpac* for value, and in my opinion you just don't get your money's worth with *Macro68*. The extra features don't outweigh the bonuses that HiSoft offer by bundling not only a good editor but also a monitor with *Devpac.*

If you already have *SAS C* and you like the editor and debugger you already use, then *Macro68* is worth a look. If you are starting with assembler, go for *Devpac 3* instead. Seasoned *Devpac/Argasm* veterans, make your own mind up.

New *Macro68* is certainly faster than my old *Devpac,* but its inability to handle my existing source without alterations is a major problem. Perhaps I'm missing something… or perhaps the authors are.



MACRO68

DESCRIPTION
Full 68000-family assembler

MANUFACTURER
DigiSoft

DISTRIBUTOR
Helios 0623 554828

PRICE
£130

RELEASE
Available now

SPEED ●●●●●
The fastest 680x0 assembler. Only ArgAsm (68000 only) is faster.

MANUAL ●●
Superb and have been marked higher but it lacks an index.

ACCESSIBILTY ●●●
Not at all easy for beginners to get to grips with.

FEATURES ●●●●●
Every feature you could want from an assembler and more.

VALUE ●●●
Expensive. It does not compete with Devpac on price.

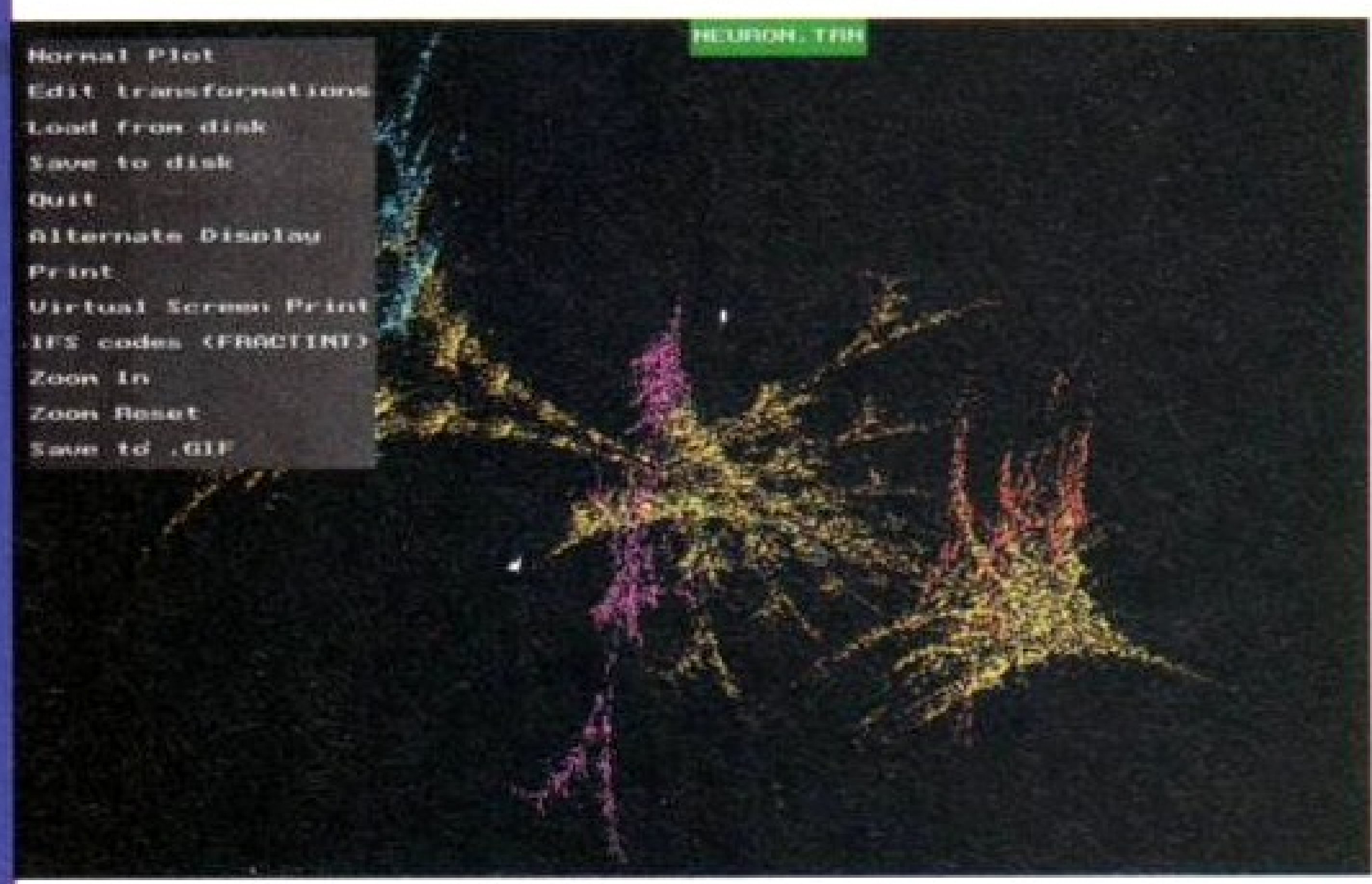
VERDICT

" For experienced assembler users only, and then only if you have good reason to be unhappy with your current assembler, or feel a serious need for this one's speed. "

74%

PC TASK

When is your Amiga not an Amiga? Our own identity-crisis victim, Nick Veitch, takes a new version of the software PC emulator to task.



Just what you need, a halfway decent PC emulator to run nice fractal programs on your Amiga-cum-PC.

WHEN YOU HAVE a PC in the office or at school and you want to take your work home with you to your Amiga, what do you do?

Unless you are incredibly wealthy, you will not have the necessary funds or space for a PC and an Amiga – so what's to be done? Well, the favourite option for the Amiga owner about town these days seems to be some kind of PC emulator.

The emulator will convert your Amiga into a PC for the duration of its operation, enabling you to read and write PC disks and run PC software.

The trouble with most emulators is that they are hardware-based and therefore can cost almost as much as a new PC, not to mention being specific to a particular model of Amiga. *PCTask*, by contrast, is a software emulation. This means that there is no hardware to be added and no fussing with trapdoor slots and CPU jumpers; all this also makes it substantially cheaper than the competition.

There are problems with software emulators, though. They are generally slower and have a lower compatibility rate than their hardware counterparts. *PCTask* is certainly slower than a dedicated hardware emulator, but not cripplingly so.

If you can afford the memory overhead it works a great deal quicker when you install the software in the RAM disk. It does multitask quite effectively, but you will notice the drain on your CPU speed when *PCTask* is running.

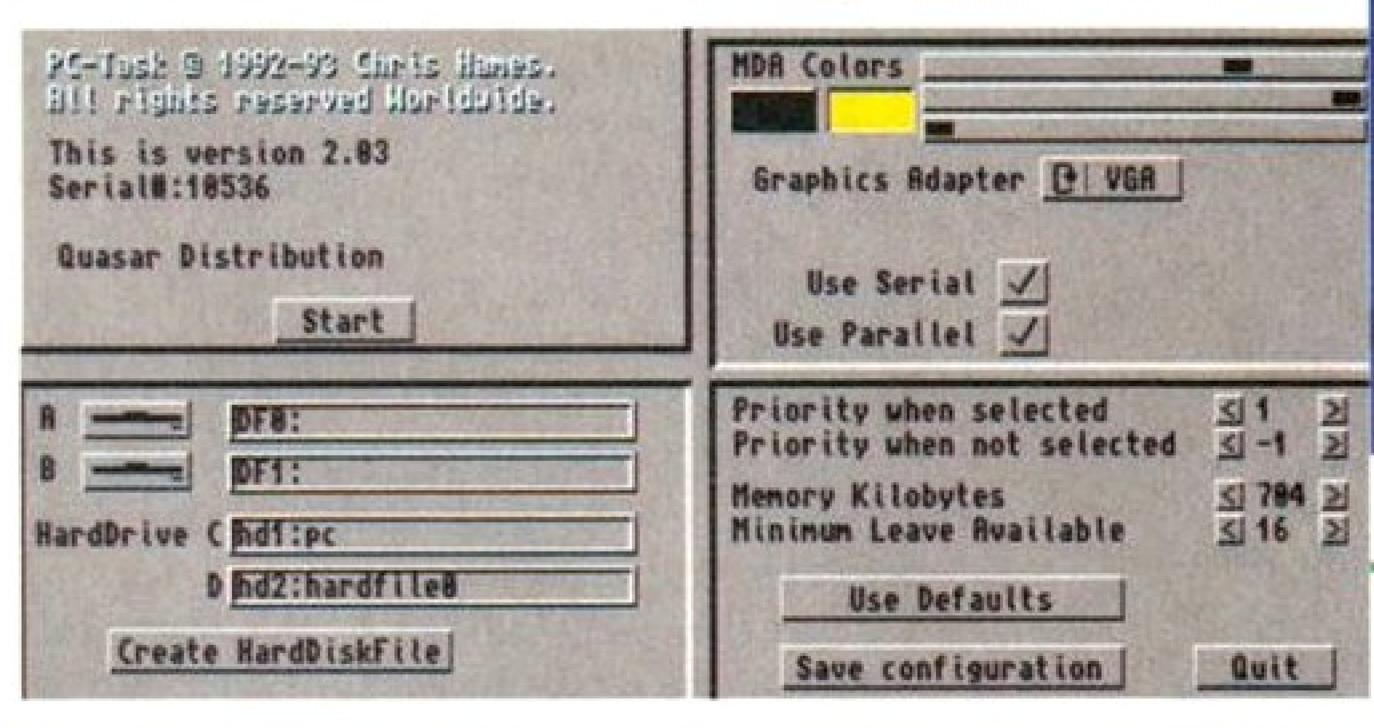
The emulation covers a variety of PC display drivers, including CGA, EGA and VGA, as well as a generic mono mode. Display preferences are chosen from the start-up screen, as are drive assigns and memory usage.

PCTask is restricted to a standard 704K emulation, and this does limit the amount of software that will run on it. Microsoft's Windows GUI is right out of the question, as are quite a lot of graphics-based programs. But the old standard word-processors and spreadsheets should work fine, as will a number of PC games.

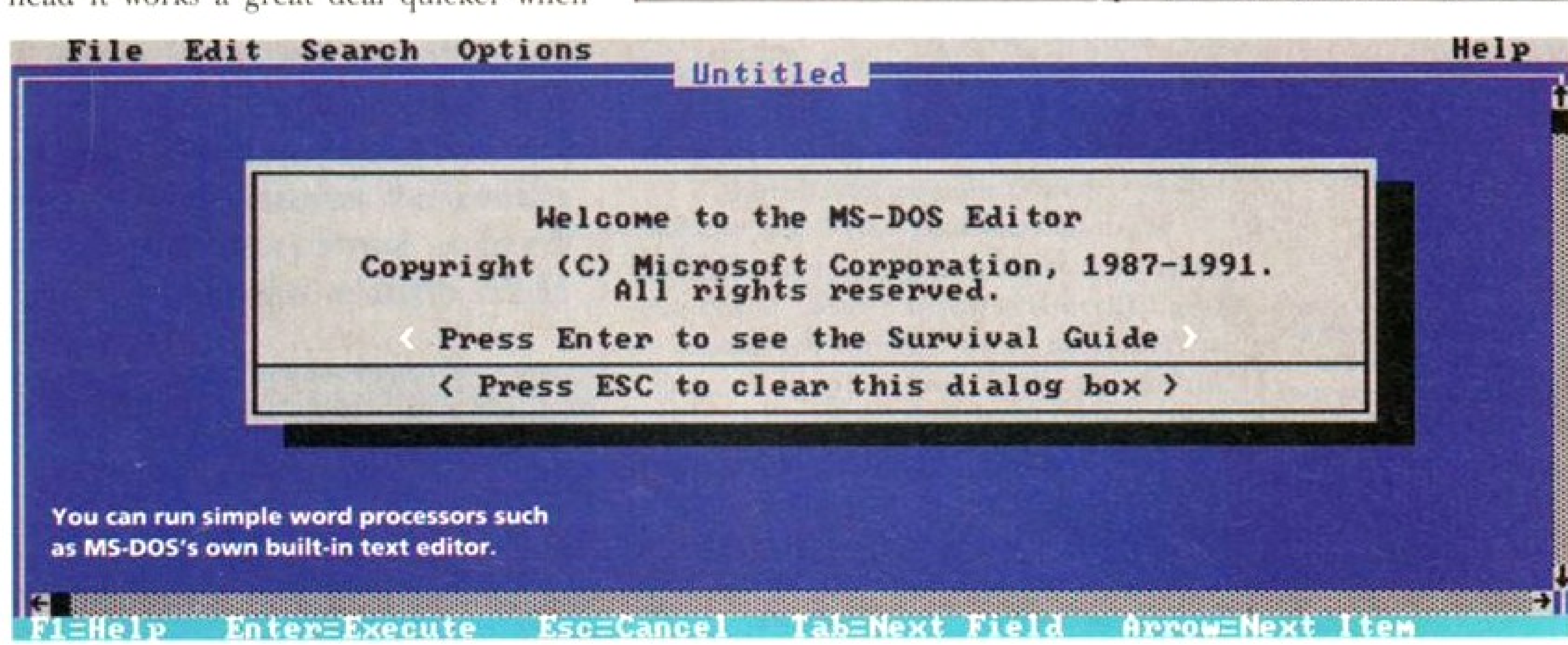
Hard disk support is controlled through the start-up options. In addition to being able to choose a hard disk partition to work as a PC device, there is also the rather cunning option of creating a file on an AmigaDOS partition that acts as a PC device. These files are created by *PCTask* and can then be formatted from MS-DOS and used as either a logical C: or D: MS-DOS drive.

This cunningness is taken a bit further by having support for AmigaDOS to access these PC devices directly. If you have a PC disk transfer system such as *Messydos* or *CrossDos* (the latter is included with Workbench 3) then a device can be mounted enabling you to get at the PC files stored in the hard-disk file. This is potentially very useful for transferring information between the two different systems, particularly if you don't have an A4000 with a high-density disk drive.

PCTask isn't a replacement for a PC, but it is capable of running a minimal PC wordpro' and undertaking menial file operations. Bear in mind that the price does not include a version of MS-DOS, which you need to use the program.



The start-up screen allows you to select emulation mode, memory usage and assign or create logical PC disks.



You can run simple word processors such as MS-DOS's own built-in text editor.



PC TASK

DESCRIPTION
PC emulator

MANUFACTURER
Quasar

DISTRIBUTOR
Meridian (081 543 3500)

PRICE
£49.95

RELEASE
Available now

SPEED ●
MS-DOS applications are tediously slow, which is only to be expected.

MANUAL ●●
Brief, gives all the techinfo needed. Novices may find it confusing.

ACCESSIBILITY ●●●●
Once you've got it set up, it's a real doddle to use.

FEATURES ●●●●
Good emulation of CGA, EGA & VGA, held back by memory limits.

VALUE ●●●
Worth it if you desperately need to run PC-type utilities on your Amiga.

VERDICT

" Reasonably cheap, especially compared to a hardware emulator, and with programs that need very little RAM, surprisingly effective, if a little slow. Could easily handle low workload tasks. "

79%



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*MIPS: Millions of instructions / second, a normal Amiga runs at .67 MIPS

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AMIGA GOLD FORMAT 92%

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AccuTrans 3D

If you want to convert your 3D ray-traced objects from one format to another, then AccuTrans 3D could be the answer. Richard Baguley puts the object converter program through its paces...

RAY-TRACING PROGRAMS such as *Imagine 2* and *Real 3D Version 2* are capable of producing stunning results, and provide a great number of powerful tools for producing your 3D models.

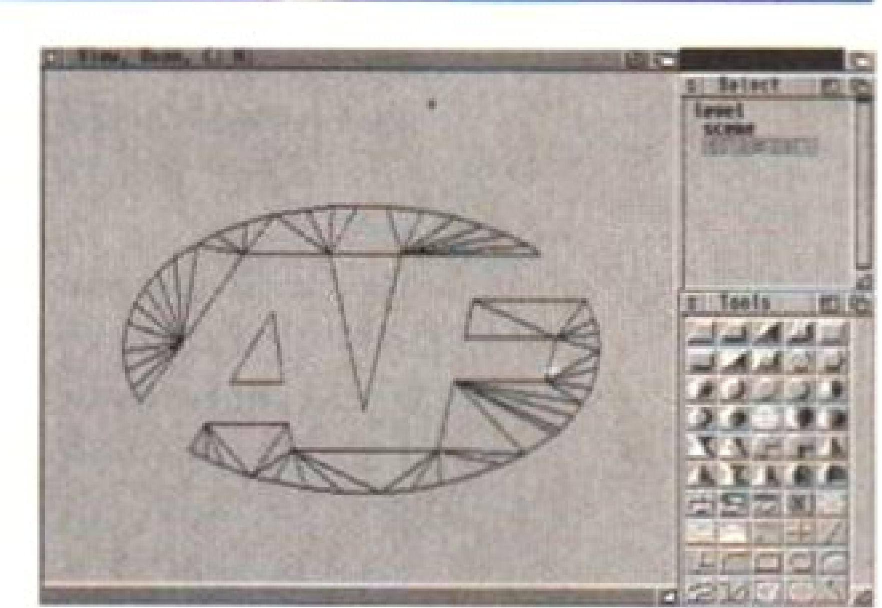
Unfortunately, the different programs have different ways of saving files, and these aren't interchangeable. This is where a program such as *AccuTrans 3D* comes in. This program can take 3D models produced by any one of five different programs, and save them out into any other format. So, for instance, you could take all your old *Sculpt-Animate 4D* models and convert them for use in *Imagine 2*.

When you're converting, you never actually see the object. Instead, you're presented with a button-strewn control panel, where you set the various aspects of the conversion. You are given an impressive degree of control over the process, including the ability to rescale objects, split objects into their various parts and save these individually.

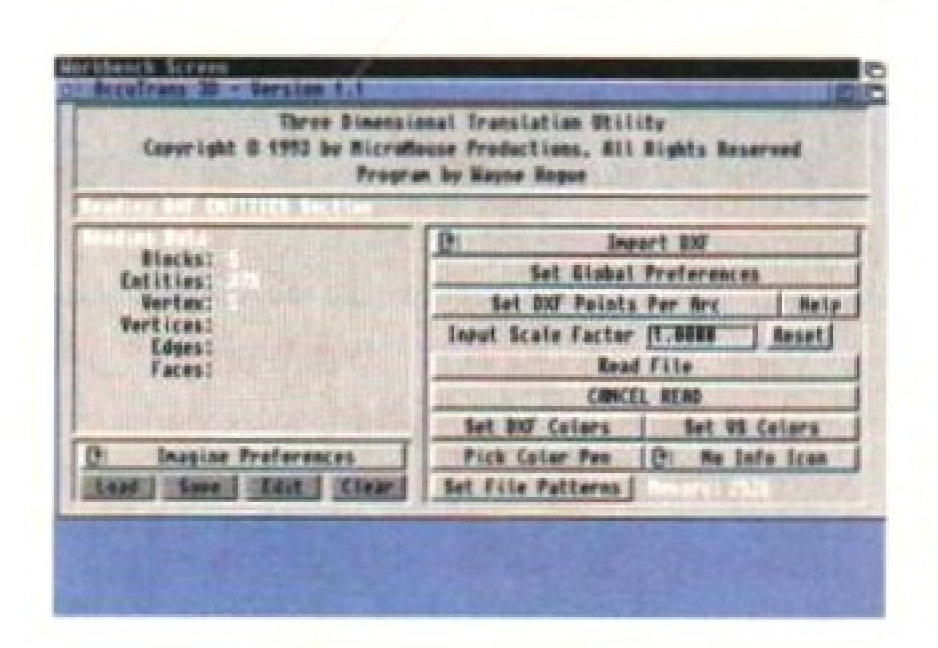
It's pretty obvious that this program is aimed mainly at users of CAD programs such as *AutoCad* and *X-CAD*, and for them this program could be extremely useful, as they could produce proper ray-traced images of the objects or buildings they have built. It's also useful for other users, but the list of supported formats could do with being extended to include some of the more obscure programs which still pop up occasionally (such as *Draw 4D* and *Aladdin 4D*).



This image began life as a DXF file produced in *AutoCad*. It was then converted to an *Imagine* file using *AccuTrans* and rendered.



The logo was converted from *Imagine* to a *Sculpt* object using *AccuTrans*.



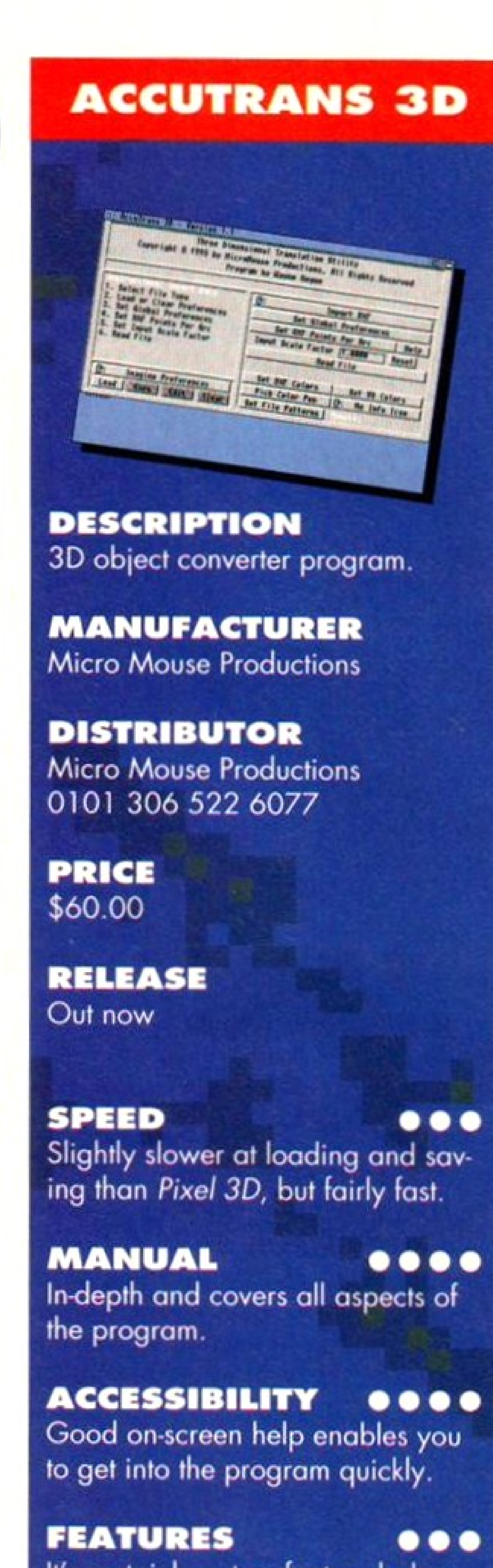
Here *AccuTrans 3D* is in the process of reading in a DXF file, before saving it out in any of the five supported formats.

The obvious competition for this program is *Pixel 3D Professional*, which supports one more format (*3D Professional*), and also has an ARexx port, making automating processes much easier.

Pixel 3D Professional is slightly faster, taking 30 seconds to load a typical DXF file, as against 35 seconds for *AccuTrans 3D*. *Pixel 3D* costs around £150, and *AccuTrans 3D* should cost you around £60, including shipping costs. *Pixel 3D* is definitely the more powerful program, with the ability to manipulate the objects you've loaded in a variety of ways, but if all you want is to convert objects from one format to another, *AccuTrans 3D* is definitely worth considering.

FORMAT CHECK

***AccuTrans* can cope with 3D objects in the following formats:**
DXF – A standard for 3D models produced by CAD programs such as *XCAD* or *AutoCad*.
Imagine – Produced by Impulse's *Imagine* and *Turbo Silver*.
Lightwave – Produced by the *Lightwave 3D* ray-tracing program bundled with the Video Toaster.
VideoScape – Produced by the old but widely used 3D program *Videoscape 3D*.
Sculpt 4D – Produced by *Sculpt-Animate 4D*, once the best ray tracing program, but not recently updated.



ACCUTRANS 3D

DESCRIPTION
3D object converter program.

MANUFACTURER
Micro Mouse Productions

DISTRIBUTOR
Micro Mouse Productions
0101 306 522 6077

PRICE
$60.00

RELEASE
Out now

SPEED ●●●
Slightly slower at loading and saving than *Pixel 3D*, but fairly fast.

MANUAL ●●●●
In-depth and covers all aspects of the program.

ACCESSIBILITY ●●●●
Good on-screen help enables you to get into the program quickly.

FEATURES ●●●
It's certainly not as feature laden as *Pixel 3D*, but does its job well.

VALUE ●●●●
Less powerful than *Pixel 3D*, but much cheaper.

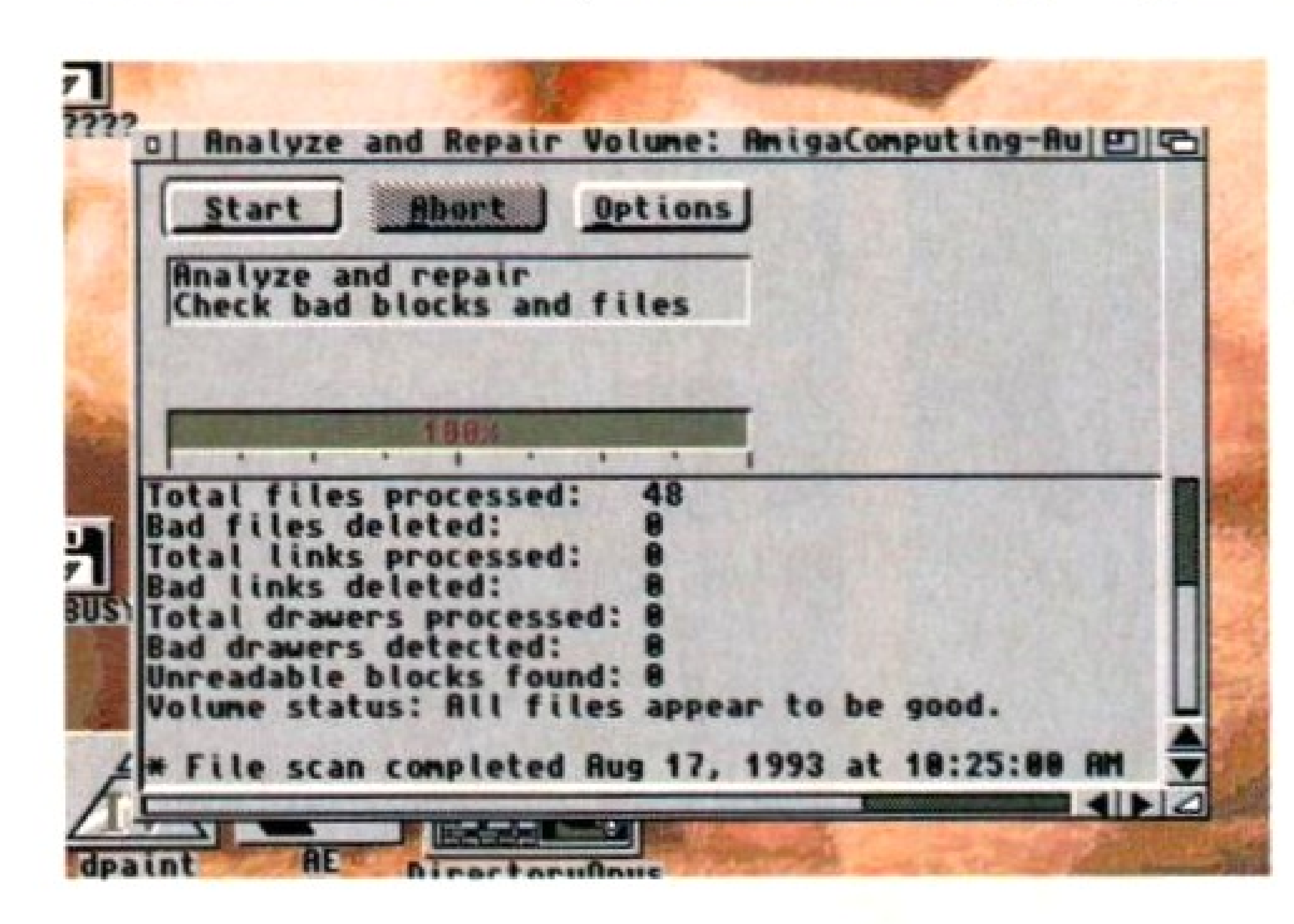
VERDICT

" AccuTrans 3D is not as powerful as Pixel 3D, but it could be extremely useful for use with CAD programs. However, the list of supported formats could do with being extended "



QuarterBack TOOLS DE LUXE

Nick Veitch investigates the latest version of the disk and data repair and recovery program.



A full analysis of your disk's state of health checks not only for the obvious bad blocks, but for invalid links between them.

IT MIGHT BE a life's work, it might be an irreplaceable database of phone numbers, it might even be a file containing the number of your boss's secret Swiss bank account – everybody who uses a computer must have lost a highly important file at some time in their life.

At such times, all Amiga cognoscenti reach for their Workbench disks, find the amazing *DiskDoctor* program… and delete it. The sad reality is that Commodore's *DiskDoctor* is a quack and a sawbones – when it comes to the health of your important disks, it's best to go private.

Choosing between the applicants for the position of saviour of all your data is not an easy task. There are several contenders, from the PD delights of *DiskSalve* and *FixDisk*, to commercial offerings such as *Disk Mechanic* and *AmiBack*. But the most popular practitioner has always been *Quarterback Tools*. In spite of the failings of earlier versions it has remained the most popular choice by virtue of being the most successful at recovering errant data blocks.

This latest version differs quite considerably from its ancestors in terms of layout. *QBTools* now defaults to a Workbench window, with a choice of four buttons and a device list to select the disk to be examined. Once a disk is selected, you can then choose what to do with it. This breaks down into four sections: Repair, Recover, Optimize and Edit. Repairing is for disks which have logical errors on them – invalid bitmaps, bad checksums, knackered headers – the sorts of things which occasionally happen when your Amiga decides to guru during a disk operation. Recover is useful for reconstructing files which have been accidentally or otherwise deleted.

Optimizing a disk is a process where all the files are defragmented. As disks are used and the files on them are deleted, renamed, and updated, the blocks that make up the data can no longer be stored in one continuous stream of adjacent sectors on the disk. When this happens it takes the Amiga longer to access the data, as it is constantly moving the heads backwards and forwards over the disk to locate all the blocks. Optimization straightens out all the files, making for faster access times.

The only really new part is the Edit function, a *Newzap*-style hex editor which enables you to edit individual blocks of data by hand. This can be quite useful indeed, but only if you know what you are doing. A full explanation of the intricacies of disk structures is a bit beyond the scope of the accompanying manual.

Rather unfortunately for *Quarterback Tools*, and more importantly, unfortunately for me, the latest version of the Repair program seems to have a few bugs in it. When presented with (as far as I know) a perfectly functioning disk during tests, it became convinced that it had a number of problems. This wouldn't have been so bad, except that it then went through three recoverable alerts before finally guruing in the middle of attempting to repair these phantom ailments. As a result I fear my disk will never be the same again.

Even more unfortunately for all parties concerned, I then tried to optimize a disk. After the initial scan, the program (correctly) informed me that the disk was 0.00% fragmented. All well and good, but it then offered me the chance to proceed. Foolishly, I thought the software might stop short of going through a long and tedious process to optimize a disk which was already as optimized as it was ever going to get. Not only did *Quarterback Tools* go through said lengthy and tedious process, but it had the cheek to tell me after five minutes that the operation had failed and that I may have lost some files. The faults were fixed and files recovered using the old version of *QBTools*. Progress, eh?

The *De Luxe* tag to *Quarterback Tools* applies to all the extra bits that come on the disk, which include a few gems such as *Locator*, a useful program, especially since AmigaDOS's programmers didn't include a Find command. *Locator* initiates a quite complicated search string and then traces all the occurrences, giving full pathnames, the size and the date the file was created. Also included is *System Mover* which transfers types of file, fonts, libraries and devices from one disk to the other without having to use the Shell.

Overall the upgrade makes the program a bit more Amiga-friendly, and easier to use, but, it seems, at the expense of being an efficient recovery system. Save money and stick to the old version.

Optimizing a disk can save a lot of access time, especially on valuable things like AF Coverdisks…


QUARTERBACK TOOLS DELUXE

DESCRIPTION
Disk and data repair and recovery

MANUFACTURER
New Horizons

DISTRIBUTOR
1st Comp Centre 0532 319444

PRICE
£69.99

RELEASE
Out now

SPEED ●●●
Quite fast compared to the competition. Optimization is a tad slow.

MANUAL ●●●
Well produced 86-page manual details every function.

ACCESSIBILTY ●●●
Now in improved Workbench-friendly version, it is easier to use.

FEATURES ●
It's got them all – it's just a shame they don't work some of the time.

VALUE
There are some useful functions, but just too many problems.

VERDICT

" It has lots of new bits but the important parts of the program simply don't work properly. Seventy quid for a piece of software that exhibits flaws such as these is asking a bit too much. "



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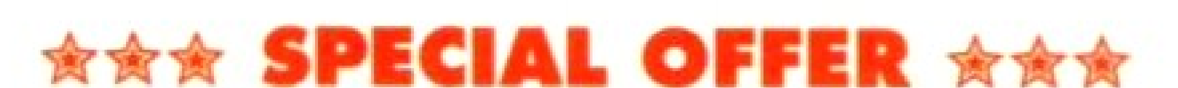
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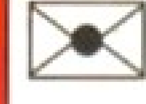


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Commodore 1960	14"	.31	MED	NO	MULTI	POA
Commodore 1940	14"	.39	MED	YES	DUAL	POA
Commodore 1942	14"	.28	MED	YES	DUAL	POA
Microvitec Cubscan	14"	.31	MED	NO	MULTI	POA
New Horizon Vanilla	15"	.28	HIGH	NO	MULTI	POA
New Horizon Vanilla	17"	.31	HIGH	NO	MULTI	POA

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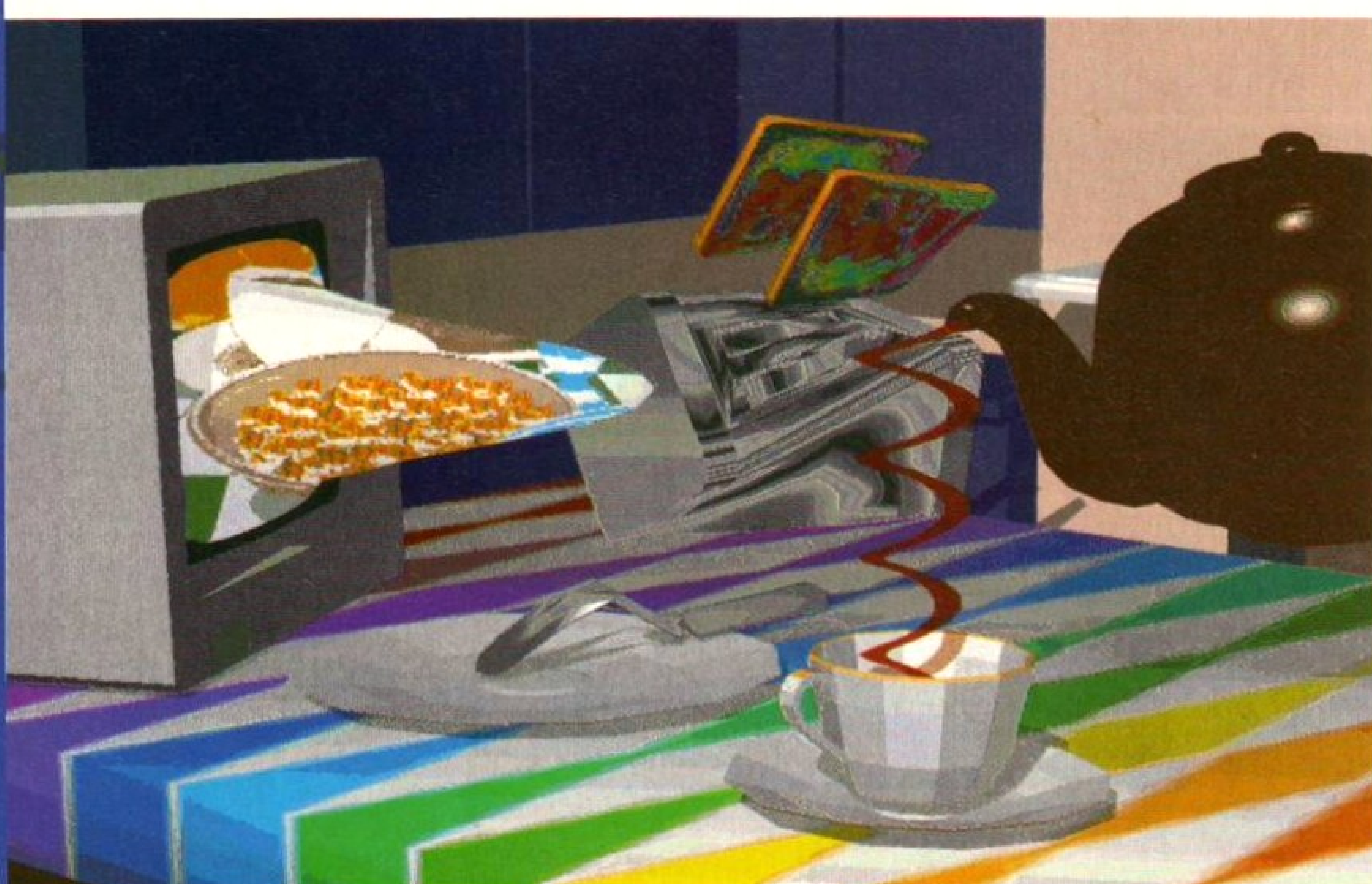


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Always one sandwich short of a picnic in the past, Caligari's lunchbox now seems to be filled with an appetising array of goodies. Brian Larkman tries the taste of the update.

Caligari24

THIS ONE HAS come a long way since we reviewed *Caligari2* in May 1992. Octree's concentration on a *Broadcast* version has always left the 'consumer' version lagging behind other 3D packages, but this new version has some fine abilities in addition to its famously simple interface, not least its amazing render speed.

No longer can you say of *Caligari* that it's all mouth and no trousers – a superb front end, but no real performance in the vital areas of modelling or rendering. *Caligari24* now has much more impressive goodies, not least among them the facts that it now supports the AGA screen modes for A1200 and A400 owners, and works in only 2Mb of RAM.

ABOVE: Free Form Deformation (FFD) was used for the TV screen, the toaster and the knife. The toaster here was twisted by selecting one end of its bounding box and rotating it around the main horizontal axis.

As ever, the thing that dominates your impression of *Caligari* is the magical interface. After six or seven years, it is still by far the best on any graphics program.

All the features are controlled by a series of push-button toolboxes at the bottom of the screen. These are a mix of icons and word-labels leaving the user in no doubt of the function of each.

The real power, however, lies in the intuitive way that objects and scenes are moved, rotated and transformed: in full 3D perspective, in a three-quarter view, in real time, using just the mouse. Easy! The movement is so smooth that it really feels as though the mouse is the object.

Smooth movement can be had by all because *Caligari* uses a version of the 'bounding box' system. Beyond a certain threshold, complex objects are moved in the form of the smallest rectangular box that will contain the objects – the bounding box. Since only a simple 3D rectangle is actually being moved in real time, changes to the scene are smooth and easy to perform, with the full scene redrawing as soon as the mouse button is released.

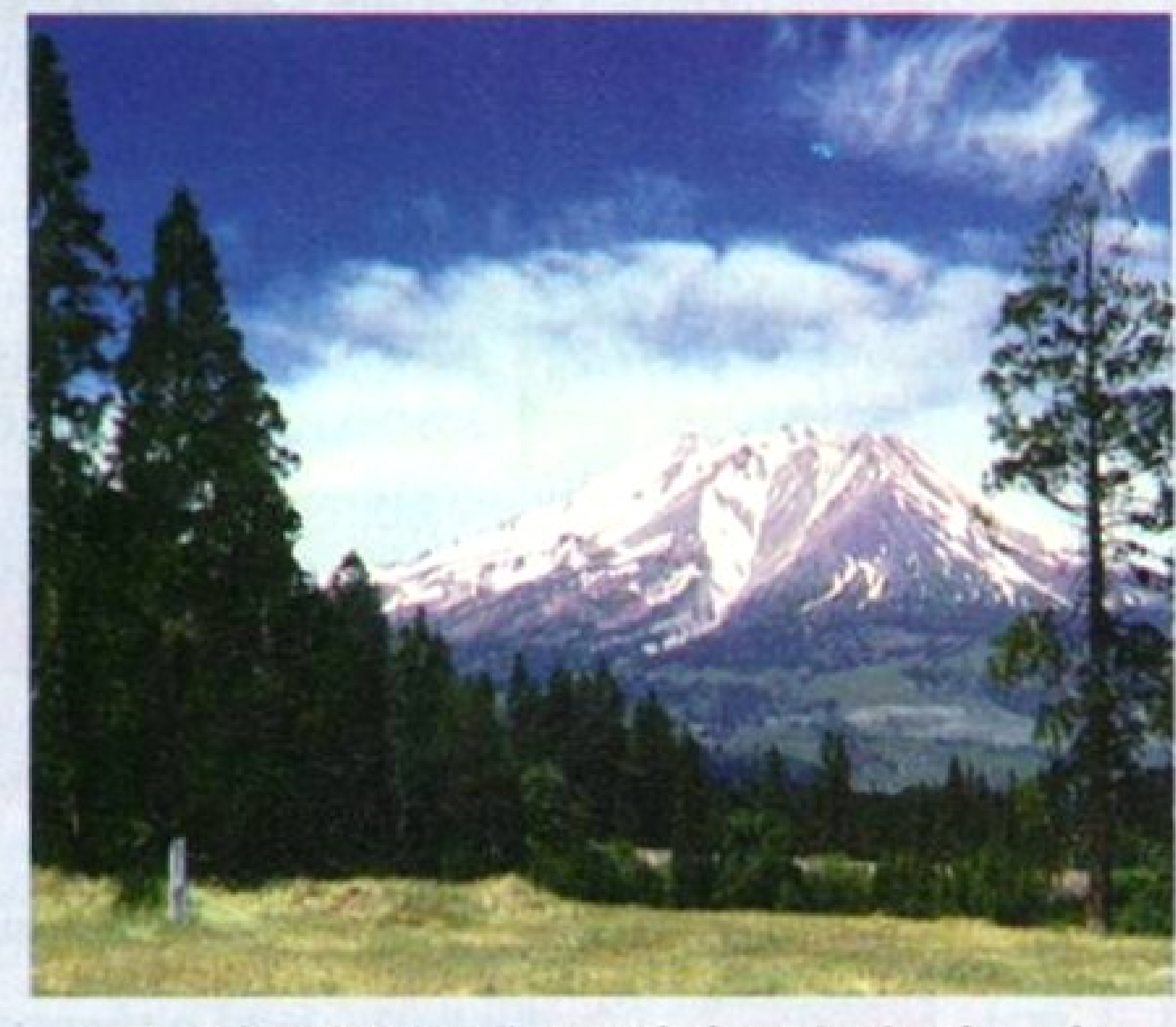
This sort of simplicity has now been extended into the whole modelling interface so that lines, faces and parts of objects can be rotated, scaled and moved just as easily as complete objects and scenes, making detailed editing easy.

Other editing tools are added in this version so that objects can be sliced and faces extruded simply, though complex extrusions and lathe operations on complete objects are still quite rudimentary.

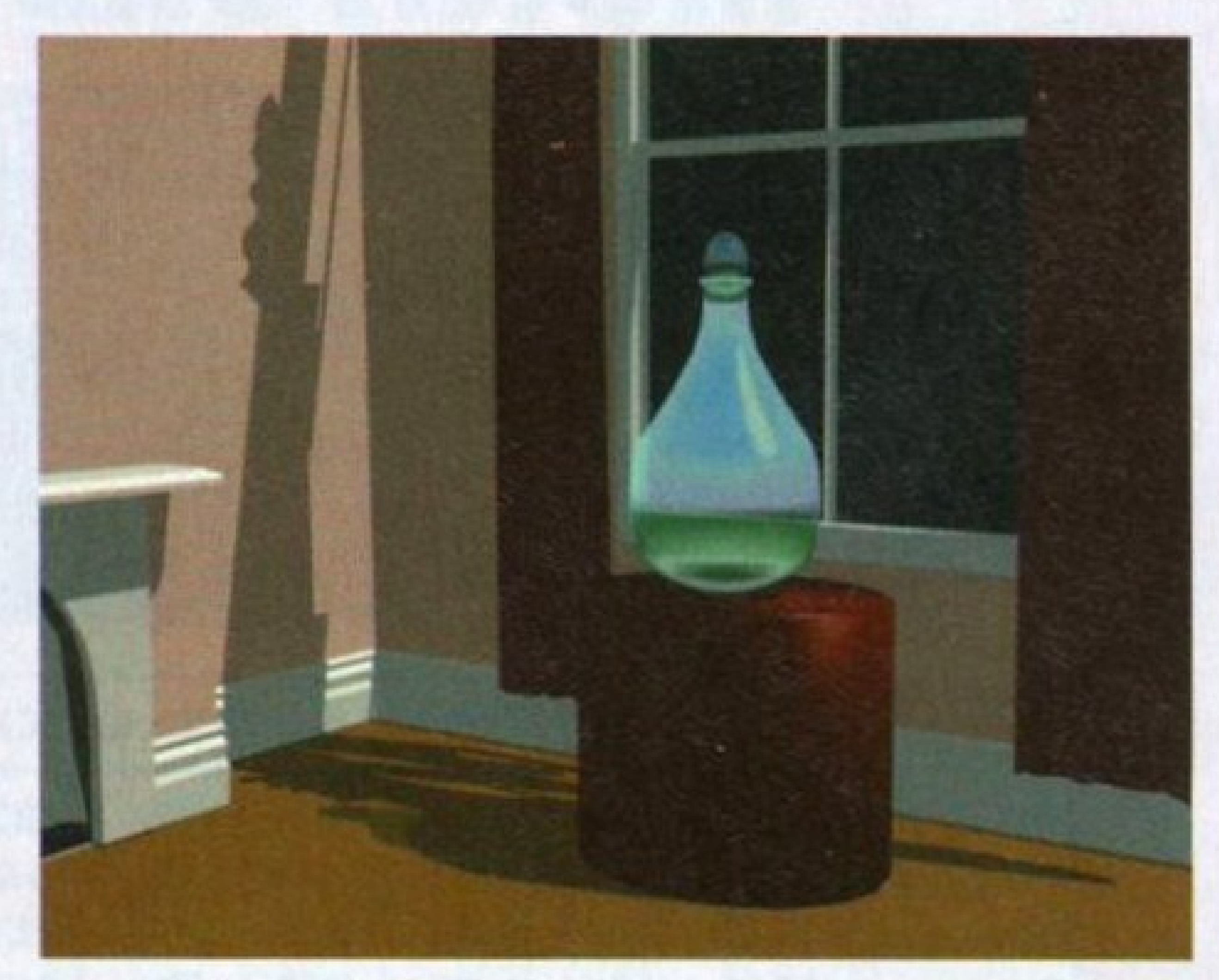
USING THE ALPHA CHANNEL

***Caligari24* allows images to be rendered and saved in 32-bit, the extra eight bits being used for degrees of transparency. That is especially useful if the image is to be genlocked with live video, because the live video can show through the transparent objects.**

Only a few display boards, such as the ACS Harlequin, can handle the extra 8-bit Alpha channel. Some programs claim to use an Alpha channel – *ADPro* from ASDG and *OpalPaint* from Centaur – but this is only a pseudo-Alpha channel in software. Though the concept is similar – and very useful – only a 32-bit board can give a true real-time hardware Alpha channel.



1 What we're going to do here is simulate the effect of using transparent Alpha channel objects with live video showing through them. Instead of live video, though, we're going to be using the 24-bit background view pictured here. This static image could quite easily be replaced with live video genlocked in.



2 The rendered image produces a black area where the background is to appear. All transparent objects (the glass vase for example) are rendered with an extra eight bits (256 shades of grey) in addition to the 24-bit colour used for the rest of the picture. This provides information for the degrees of tinting (transparency) to use for the live video behind these areas.

The most exciting modelling feature added is Free Form Deformation (FFD). This process extends the principle of the bounding box so that a rectangular or cylindrical lattice 'bounding' an object can be deformed easily in real time. This deformation is then transfered to the full object before it is redrawn.

For greater precision, the box can be subdivided as many times as you like. Any number of crossing points on the grid, or even whole faces, can be selected and deformed with ease. For example, the TV screen in the main illustration was 'bulged' by dragging the centre point of one side of its bounding box. The screen bulged to follow the bounding box.

This is one of those functions that sounds complicated when you try to explain it in words but is dead simple in practice. It's brilliant. Using FFD, complex organic shapes are easy and animated distortions like the famous warping Nova ad should be within the reach of all. As usual however, animated FFD distortions are only possible on the hugely expensive *Broadcast* version. Will Octree never learn?

Animation in general is crude in *Caligari*, but as a consolation, it's very easy to set up. Only 'key-frame' animation is available, so any object or hierarchical sub-object can be moved, rotated or scaled over a series of frames.

Paths can be straight vectors or spline curves, but acceleration and deceleration, object heading (along a curved path), and other sophisticated effects have to be created manually within the key frames or produced using scripts. As for morphing, waves, directed forces, collision detection or particle animation, just forget it.

Although types of animation available are very limited, synchronisation of the various objects and sub-objects is made much easier by the new Time Editor. Using horizontal time bars to represent the duration of motion events for each object, this provides a simple, visual way to fine-tune the various components of an animation.



The knife is quite tricky to distort using Free Form Deformation, because it does not have enough faces. This has meant its twist is far too sharp and angular – add more faces, and it would turn out fine.

Key frames of your animation can also be moved, deleted, and copied interactively directly in this editor.

Rendering is almost unchanged from *Caligari2* except for the ability to render to most makes of frame-buffer in 24-bit or 32-bit. *Caligari* is not a ray-tracer, which means that it uses a whole series of tricks to produce photo-realistic images, including environment maps to give convincing reflections and shadow volume algorithms for shadows.

Although rendering is wickedly fast using these scan-line techniques, they assume that the user has a greater understanding of the 3D model and shading methods than is needed for ray-tracing. In effect, you need to do lots more experiments to get things right, a process which is bugged by the lack of detailed tutorials.

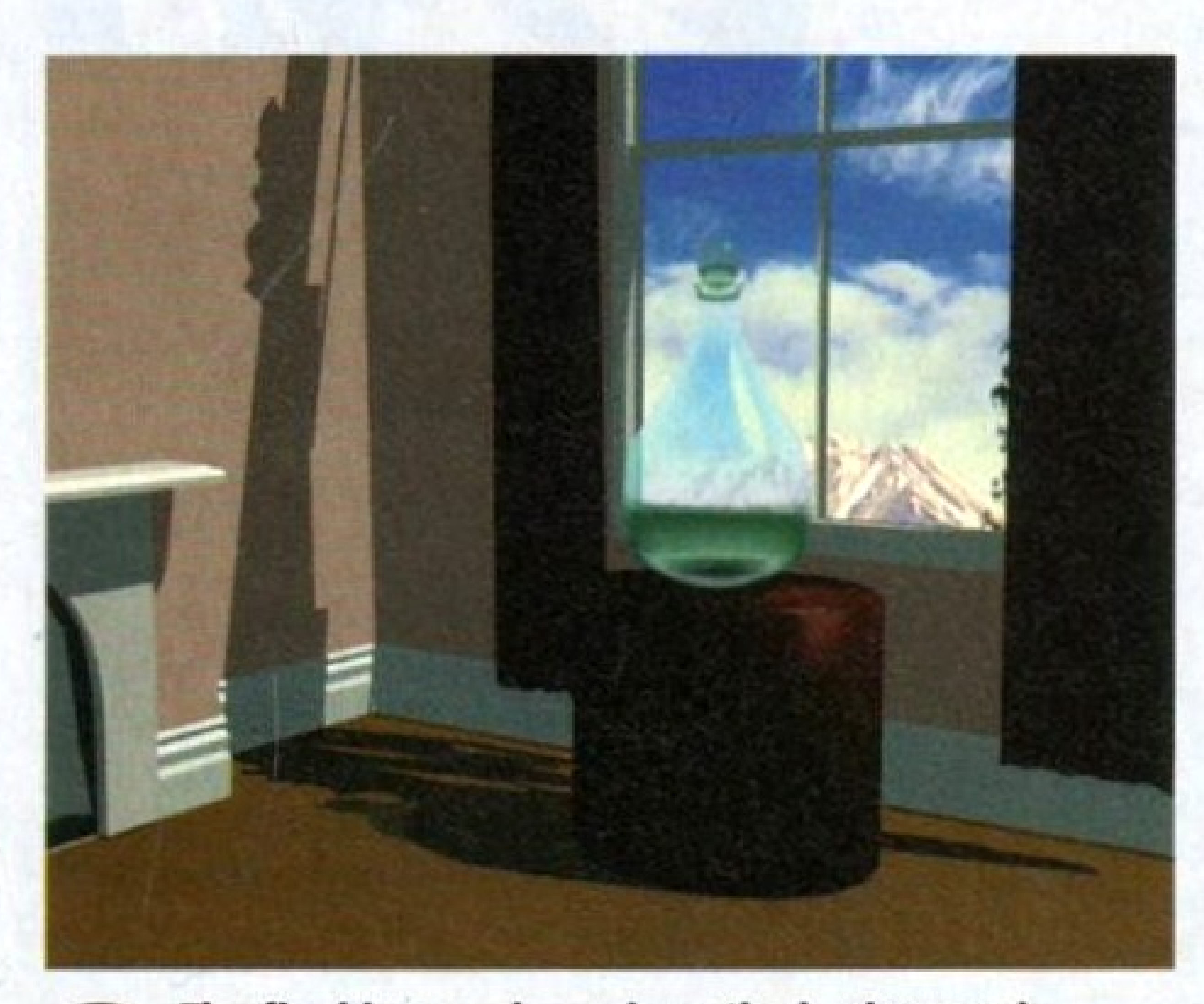
True realism is also limited by the lack of flashy effects like bump maps, soft shadows, depth of field and motion blur, but these would kill the fast rendering times. To make up for this, *Caligari24* allows images to be rendered and saved using 32 bits of data.

The extra eight bits on top of the normal 24-bit image are used to store degrees of transparency, especially useful if the image is to be genlocked with live video, allowing transparent objects to show the live video through them.

Rendering is still a bit of a disappointment, lacking the sophistication and simplicity of ray-tracing. But then this program is built for speed, not realism.

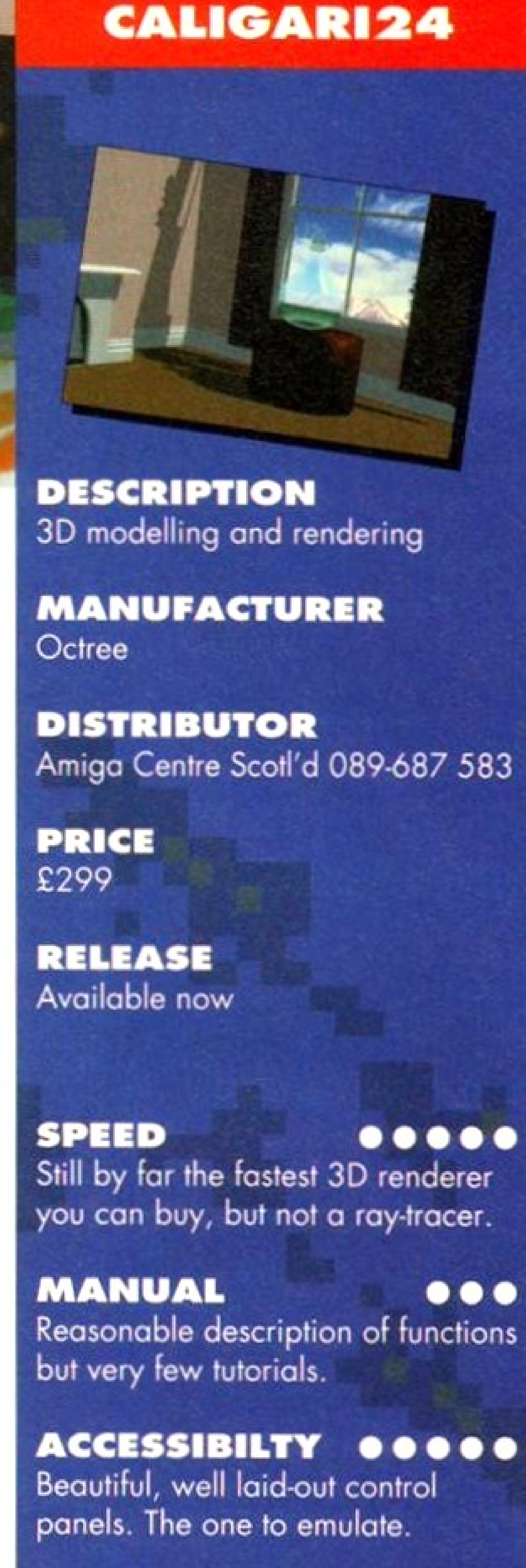
To sum up, modelling in *Caligari* is greatly improved by the Free Form Deformation system, but still lags behind *Imagine* and *Real3D* for custom-built tools for special building jobs. Despite the new Time Editor, animation is now really quite pathetic compared to other packages – even the old *Sculpt3D*, which had morphing at least six years ago.

Rendering is almost unchanged except for the obvious improvements of 24-bit rendering, and it is still amazingly fast. For some jobs, this speed, coupled with the brilliant interface, make *Caligari24* the best system to use – just so long as you don't expect it to come through with too much in the trouser department.



3 The final image shows how the background blends into the rendered foreground allowing the sky and mountains to show through the glass vase in a realistic way. Because 256 greyscales are used, the blend can be very subtle indeed and the whole effect works particularly well when the background is live video rather than a static picture.

CALIGARI24



DESCRIPTION
3D modelling and rendering

MANUFACTURER
Octree

DISTRIBUTOR
Amiga Centre Scotl'd 089-687 583

PRICE
£299

RELEASE
Available now

SPEED ●●●●●
Still by far the fastest 3D renderer you can buy, but not a ray-tracer.

MANUAL ●●●
Reasonable description of functions but very few tutorials.

ACCESSIBILTY ●●●●●
Beautiful, well laid-out control panels. The one to emulate.

FEATURES ●●●●
Good, but still not as good as the competition – but FFD is brilliant.

VALUE ●●●
With animated FFD it would be good. Without, it's reasonable.

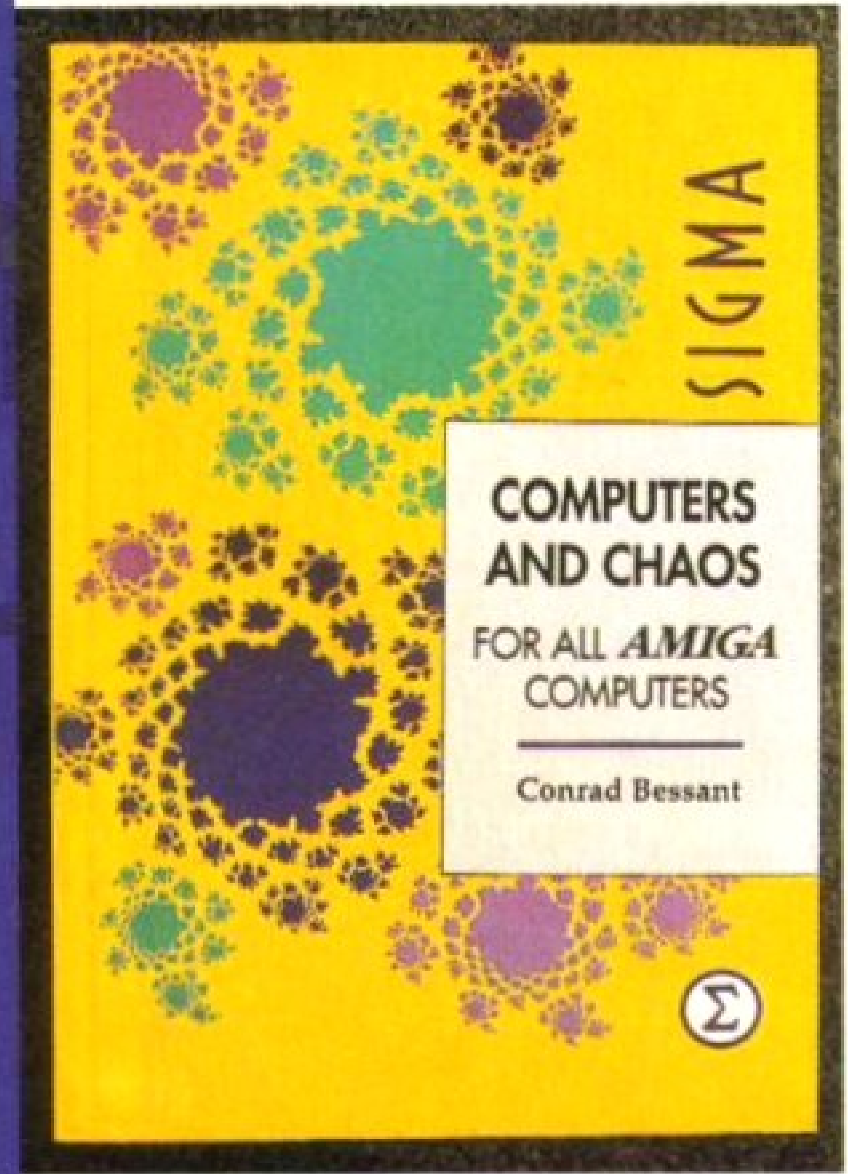
VERDICT

" This latest version gives the fastest 3D rendering around, is ridiculously easy to use and the Free Form Deformation feature is excellent. It has its faults, but if you need speed, this is the one. "

85%

Book SHELF

Three new additions to the enormous library of Amiga books, brought to you by Tim Smith.



Computers and chaos combined? It all sounds rather too much like the *Amiga Format* office to be fun.

CONRAD BESSANT, SO the blurb on the back of this book states, 'is a regular contributor to *Amiga Shopper*'. This gives him a great deal of credibility until you realise that what this blurb actually means is 'Conrad Bessant once wrote a series of articles about chaos for *Amiga Shopper* and that was six months ago'. Mmm.

And worse follows. The first paragraph of the opening chapter hits you in the face with a bunch of half-baked theology, dodgy grammar, and laughable reasoning. The best advice here is to forget Conrad's reasoning and leap straight into the heaps of type-in listing that make the rest of the book useful, if a lot like a GCSE course book. There are lots and lots of Basic listings to be typed in, including simple fractal generators, Mandelbrot sets, Julia Sets and many others.

Once you've typed them all in, you can pick up a paperback version of James Gleik's seminal book *Chaos* if you want a whole-baked version of this complex theory. All in all, a useful tome for people who love type-ins.

COMPUTERS AND CHAOS

DESCRIPTION
Chaos type-ins and explanations

AUTHOR
Conrad Bessant

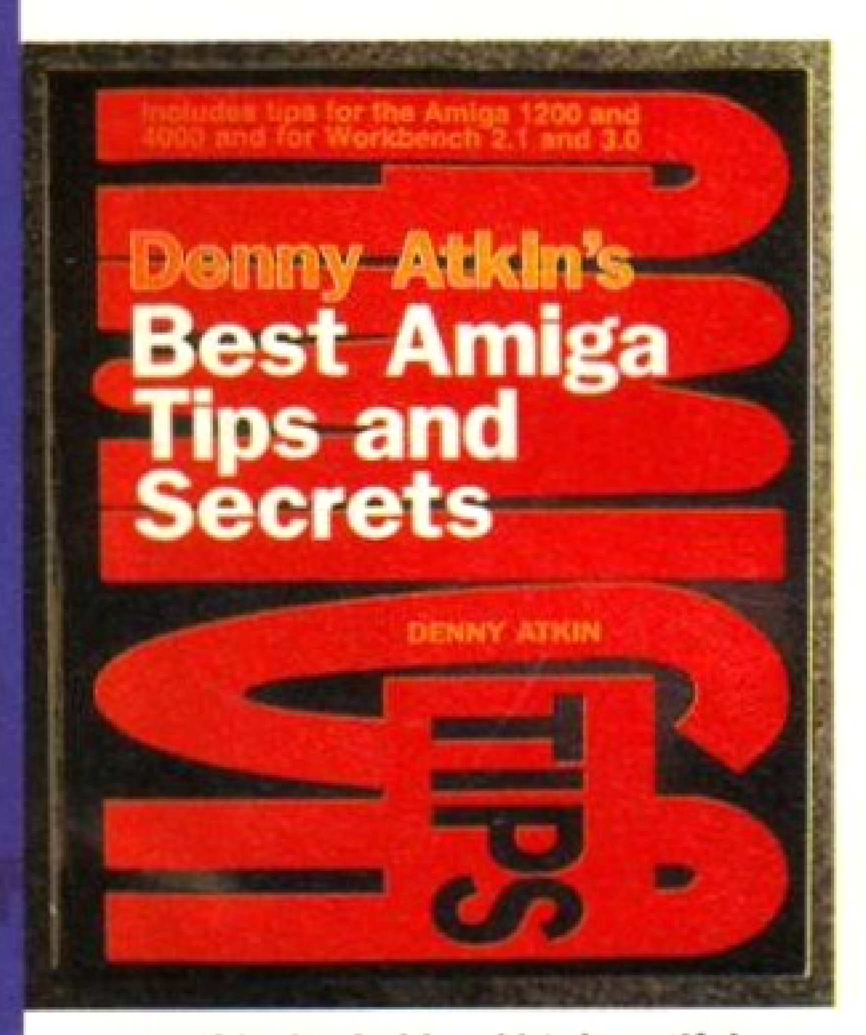
PUBLISHER
Sigma

PRICE
£12.95

VERDICT

" Ignore the babble about chaos theory and type in the reasonably fun programs. "

50%



It's big, it's bold and it's beautiful. Denny Atkin knows Amigas well and loves to share his knowledge with you.

THIS LAD IS into Amigas in the way Casanova was into 'liaisons' – he loves them with a passion. Denny bubbles with enthusiasm and also offers lots of useful advice.

For example, did you know that you could cut and paste text from the Shell? Were you aware that you can switch the graphics handling away from the Blitter and into the CPU (which should be quite a bit faster if you're using an '040-based machine) with a neat little piece of Shareware?

Every page of this book is written in an easy style, conveying snappy little gobbets of information, although I would have liked to have seen the publishers' editor (assuming they have one) nipping through this UK version of the book and doing a rough pound-to-dollar exchange, although that's a small gripe. Without doubt, there is tonnes of information bursting to get out of this book – everything from comms and Workbench to graphics and Shell. The only thing you won't find a great deal about is games, although there are occasional joystick references.

This is a useful book but it happily sidesteps dull worthiness by using sub-titles such as *I Think I'm A Clone Now* (describing the Clone Option in Shell) or *Copy All the Files Here – Not!* Again, thankfully Denny only lets his own sense of humour intrude occasionally as a lightener rather than an 'aren't I great dude!' irritation.

An excellent dip-in-and-read reference, it's just a shame that the publishers didn't do an English 'translation'. That Denny Atkins? Diamond geezer.

DENNY ATKIN'S BEST AMIGA TIPS AND SECRETS

DESCRIPTION
Well-presented hints and tips

AUTHOR
Denny Atkin

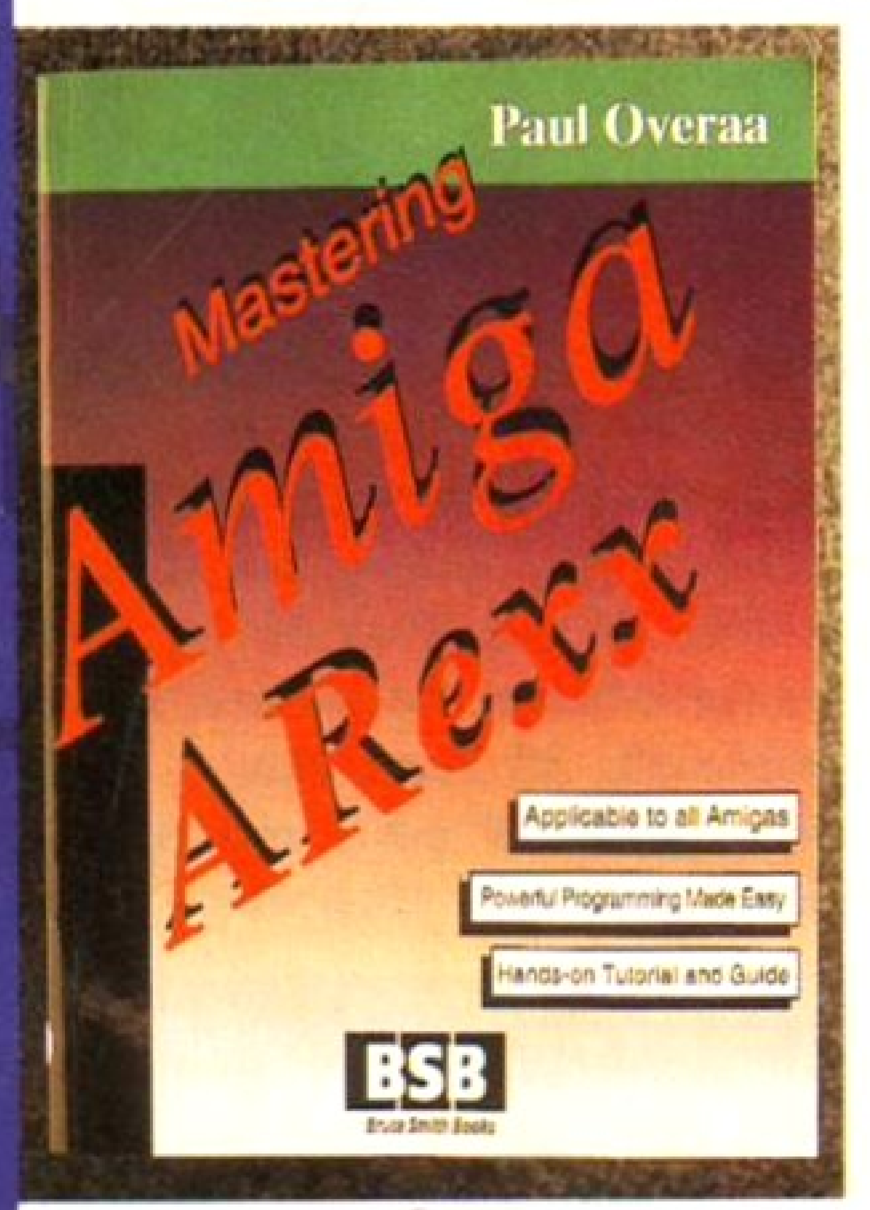
PUBLISHER
Compute Books

PRICE
£18.45

VERDICT

" Well worth getting hold of. An excellent insider's guide to the Amiga. "

92%



Get inside the bowels of your machine and, well, move things around with the wonderful ARexx.

"PAUL OVERAA whose technical expertise is frequently used by a great many computer magazines including *Amiga Format*," it says here. Not again! The last time we used Paul Overaa was in Issue 13! Three years ago! Doah! It's the blurb writers from hell!

Fortunately for all of us, though, Mr O doesn't bother with any half-baked philosophising in this too-expensive reference to the Amiga's hidden programming gem, ARexx. He just leaps into the fray with some reasonably presented listings and advice.

ARrexx, as we all know, is the Amiga version of the REXX programming language that Commodore has seen fit to adopt as part of Workbench.

ARexx is a specialised area that Paul seems to understand on a solid level. His style is dry and effective, if a little on the tediously studious side. This is not a book for the occasional ARexx user. However, it is about time that someone put together a guide to ARexx. This guide goes into installing ARrexx, a look at the main features and a comparison with other languages such as Basic. As well as this it serves as an adequate introduction to some of the more advanced programming techniques that ARrexx makes available to you, together of course with a few obligatory type-ins!

You certainly won't read this in bed – and of course, it obviously wasn't written with that in mind. But one thing's for sure, if you do read it from cover to cover, you'll be able to get a larger chunk of value from your Amiga than you had before, and that's nothing to sniff at. Worthy and useful.

MASTERING AMIGA AREXX

DESCRIPTION
Practical guide to ARexx

AUTHOR
Paul Overaa

PUBLISHER
Bruce Smith Books

PRICE
£21.95

VERDICT

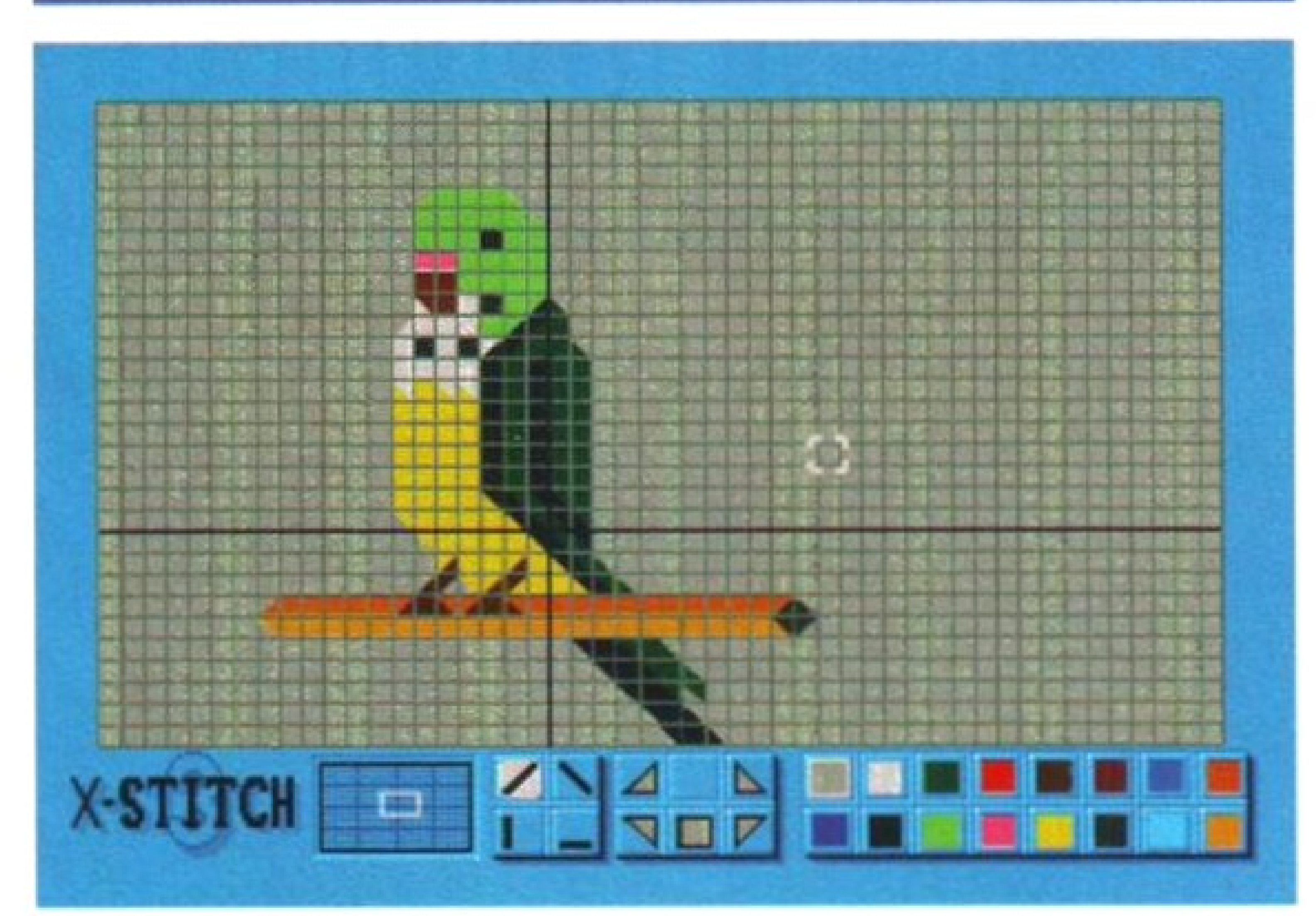
" It's good, but at £21.95 for a black-and-white book with no pictures it ain't cheap. "





X-Stitch DESIGNER V3

A surprisingly popular hobby, cross-stitch is a natural for Amiga adaptation, as Steven Jenkins explains...



Straightforward and easy-to-use, *X-Stitch Designer* opens up a new and exciting world of possibilities for the needlecraft-mad Amiga owner. Is there one in your family?

YOU MAY OR may not have noticed, but in recent years people all over the country have been filling their leisure hours with an obsessive craft called cross stitch. You may have received a card, sampler or motto stitched by a friend or relation.

For those of you that don't know, cross-stitch works on the principle of building up a picture from lots of little squares, and as such is ideal for translation to a computer system. If an "x" shaped stitch is worked in the right colour to represent each of these squares that make the image you can reproduce a design in silks or cotton on linen or other fabric.

These fabrics are not printed with the design ready to be filled in, as is generally the case with embroidery, but instead a chart is provided leaving the stitcher to decide what sizes and colours to work with.

IL-Soft have made a "complete cross stitch charting software" package for the Amiga, and it could mean that grannies and mothers all over the country will soon be wrestling their offspring off the Amiga so that they can run this program.

You have a worksheet with a max size of 200 x 120 squares (this would produce a stitched piece of about thirteen inches by seven inches). You can only work on an area of 50 x 30 stitches at a time but the whole image can be reviewed. There is a palette of 16 colours which can be edited and named or numbered to correspond to a thread colour. You then select a stitch style – whole or half stitches or backstitch – after which you can start to translate a rough idea into a finished workable design or, if you are feeling brave, straight on to the screen.

Depending on how complex the design is there are short cuts and handy functions you can use to easily speed up copying, filling, mirroring and enlarging.

The final stage is the printing, a symbol is chosen to represent each of your colours and the chart is printed out in blocks of 50 x 60.

For anyone in the crazed stage of cross-stitch mania who has an Amiga you can't go wrong for the price.

X-STITCH DESIGNER V3

DESCRIPTION
Cross stitch pattern generator

MANUFACTURER
Il-Soft

DISTRIBUTOR
Il-soft, 0993 779274

PRICE
£34.99

VERDICT

" An effective and useful program full of shortcuts and handy functions. "



GET YOURSELF CONNECTED

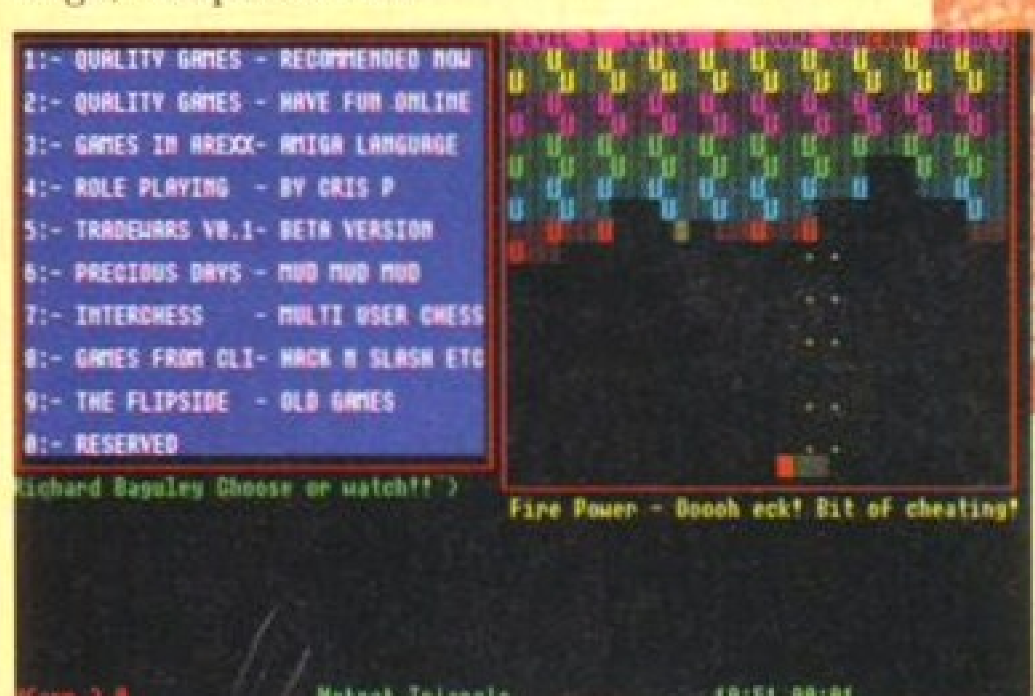
...or 'Win yourself one of three fabulous US Robotics Sportster modems courtesy of Phoenix Computer World'...



AFTER MONTHS OF whingeing about his crossflow transmutation V73Bis modulation being out of sync, we decided to buy Baguley a new modem. He insisted he needed a really fab one, and after much negotiation we decided we'd let him go out shopping with a budget of around £450 to get himself one.

Being the fastidious sort of a bloke he is (he used to own a PC, you know) Richard had a stringent set of parameters which defined his ideal modem.

First there was speed. He likes his modems fast, does our Dicky. And we like him to have fast modems too, because it cuts down on our (already excessively huge) telephone bill.



On-line games and other fun frolics and useful utilities are just a phone call away if you have your own modem.

The Sportster modem may share a certain passing physical resemblance to a Stylophone, but it works a treat.

Secondly there was reliability. There's nothing more frustrating than crashing in the middle of downloading pictures of a topless Claudia Schiffer from a bulletin board in Italy – only joking there, kiddies!

And finally there was BABT approval. Despite his network-wandering ways, Bilbo is very law-abiding. No hacking global megacorps for him, no downloading cracked software from pirate boards, nor does he hold tedious conversations with networked American divorcees pretending they are Brenda from 90210.

After much deliberation Richard made his decision, and he chose (roll of the drums)... the **US Robotics Sportster**.

It may be lovingly referred to in the office as 'the Stylophone', but the Sportster is a pretty spiff piece of kit. If you don't believe me, read the review on Page 145. Phoenix Computer World have given us three of the little (but powerful, fast and BABT approved) things to give away.

HOW TO ENTER

Simply answer the questions below, write the answers on a postcard, or the back of a sealed envelope, and send them to us at:

I'm gonna get myself connected compo
Amiga Format
29 Monmouth Street
Bath
Avon
BA1 2DL

1 What is the name of the mythical bird which allegedly rose from the ashes of fires?

2 What two engine sizes does the Harley Davidson Sportster come in?

3 Which famous bearded Australian singer, entertainer, artist (and all round genius) used to endorse the Stylophone?

Obey these rules!

People who work for Future Publishing, US Robotics and Phoenix Computer World may not enter. And if you do we won't let you win.

All entries must arrive by Bonfire Night 1993.

Only entry per person. And if all your family are going to enter, at least get them to do it in their own handwriting.

No correspondence will be entered into, unless you actually are Brenda out of 90210.

AMIGA PERIPHERALS

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WORKS WITH ALL AMIGAS

GOLD FORMAT "Highly Recommended" Amiga Format 90% - June 93

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Using the award winning Roclite 3½" 880K external floppy disk drive with your Amiga will make a dramatic improvement to its performance. Running any serious applications or the latest games with a single drive, means constant swopping of disks and considerable waiting time. A second drive, improves software loading times and programs run more quickly not having to wait for disk insertions.
The Roclite drive also includes superior features such as hardware virus protection for your software and prevention of the annoying 'clicking noise', present in most other drives, when no hard disk is inserted in the drive. Ultra slim, it is expertly designed and colour styled to match your Amiga, has an ultra low power consumption feature and is also daisychainable. The low Silica price of just £59, represents a saving of £10.95 off the normal RRP of £69.95 inc VAT.

- Built in anti-virus protection feature
- On/off/disable 'anti virus' mode
- Anti-click system built-in - prevents 'clicking noise' when no disk in drive
- Daisy chain allows additional drives to be attached
- Reliable Citizen drive mechanism
- Aluminium case
- Colour styled to match the Amiga
- Ultra low power consumption
- Slimline design - just 17.5mm high

SAVE £10 OFF RRP



ROCLITE RRP ~~£69.95~~ **£59** INC VAT Ref: DRI 2969

ROCTEC ELECTRONICS LTD

Roctec Electronics are one of the world's leading Amiga peripheral manufacturers. Based in Hong Kong, they are responsible for many of the Amiga's best peripherals. Silica Systems are pleased to present a selected range of their products at new, low prices. Many of the Roctec peripherals shown below are award winning products and best sellers in their own specialised markets.

ROCGEN PLUS GENLOCK





SPECIAL OFFER SAVE £99 ROCGEN PLUS + ROCKEY SEE BELOW

FREE DELIVERY

Environmentally Friendly BIO-DEGRADABLE PACKAGING

WORKS WITH ALL AMIGAS

Using RocGen Plus, you can enhance and add excitement to your video footage, bringing a whole new creative dimension to your video production. The RocGen Plus is a high performance genlock for use with all Amigas. It allows you to superimpose titles, graphics, clip art or animations onto your videos. Also included are such advanced effects as fade-in and fade-out, plus inversion of graphics, which allows the subject of your video to show through the overlay. A new keyhole effect also allows you to make all but the background colour transparent. Dual dissolve control knobs provide freely adjustable, varying degrees of overlay or invert effects and, independent RGB and video pass through allows you to display Amiga and video sources separately.

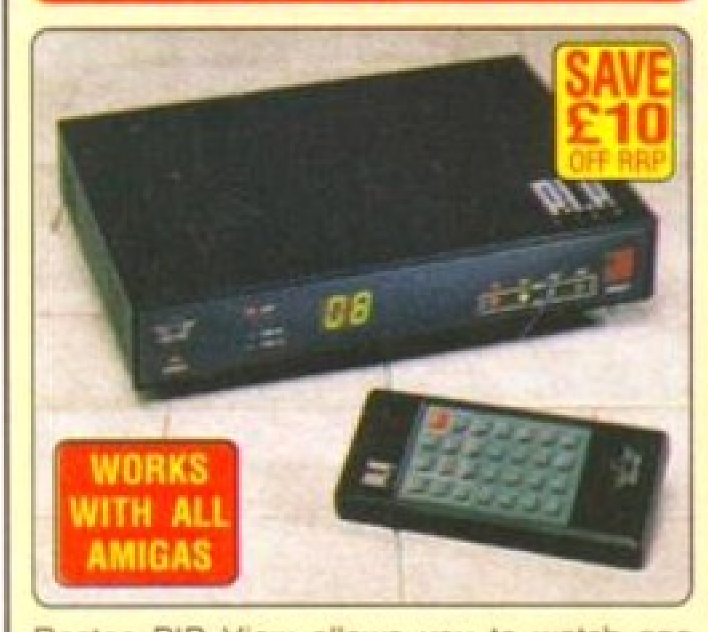
- Auto RGB pass through function
- Three special effects modes:
  Amiga Mode: Amiga Graphics only
  Fade: Dissolve from Amiga to video in and vice versa
  Overlay/Keyhole mode: Amiga graphics displayed as an overlay
- Composite input/output
- LED status indicator
- Keyhole effect
- Hardware controls
- Compatible with RocKey for special video effects (see below)
- Bio-degradable packaging

SAVE £10 OFF RRP

ROCGEN PLUS RRP ~~£149~~ **£139** INC VAT Ref: VID 2000

SEE 'VIDEO SPECIAL EFFECTS' PANEL BELOW FOR SPECIAL OFFER

'PICTURE IN PICTURE' TV ADAPTOR



SAVE £10 OFF RRP

WORKS WITH ALL AMIGAS

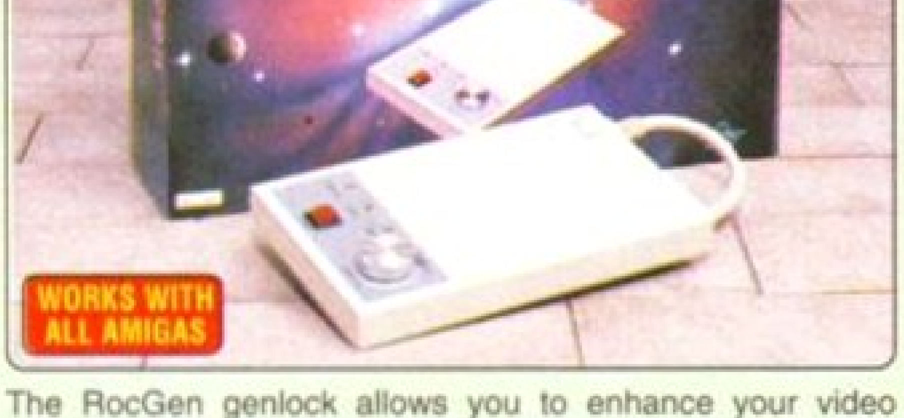
Roctec PIP View allows you to watch one picture within another on your TV screen. This means you can have a game or application running on your Amiga and be watching a video or TV programme at the same time in a different area of the screen. Plus, it gives you a remote control facility for your TV.

- Picture in Picture TV adaptor
- 3 composite video inputs + one TV input
- Variable screen position for input display windows
- Adds remote control unit to your TV
- 99 programmable channels
- Digital tuner
- Headphone socket
- Includes power supply and remote control

FREE DELIVERY

PIP VIEW RRP ~~£99.95~~ **£89** INC VAT Ref: MOA 9010

ROCGEN GENLOCK



SAVE £10 OFF RRP

WORKS WITH ALL AMIGAS

The RocGen genlock allows you to enhance your video presentations by overlaying Amiga titles, graphics and animations onto your video source, eg, from a VCR or video camera. RocGen features three special effect modes; Amiga, overlay and fade. The special fade and dissolve knob, enables you to smoothly control the application of fade and overlay effects. RocGen is compatible with all Amigas and connects easily to the RGB port of your Amiga.

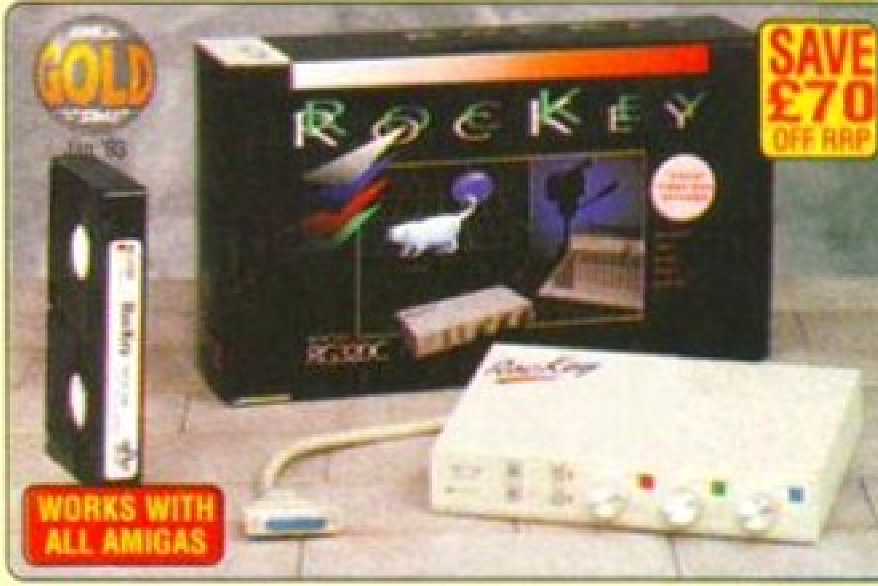
- Composite input/output
- Three special effects modes:
  Amiga Mode: Amiga Graphics only.
  Fade: Dissolve from Amiga to video in & vice versa.
  Overlay: Amiga graphics displayed as an overlay
- Hardware fader control
- 1ft connection lead
- Optional power input (from Amiga or external source)
- LED status indicator
- Compatible with RocKey

"Good value for a budget genlock." Amiga Format

FREE DELIVERY

ROCGEN RRP ~~£79~~ **£69** INC VAT Ref: VID 1900

VIDEO SPECIAL EFFECTS



SAVE £70 OFF RRP

WORKS WITH ALL AMIGAS

RocKey is a keying device based on a colour splitter, that performs, amongst other special effects, Chroma Keying. This is almost the opposite of a genlock's function, allowing you to remove a particular colour from a video source and replace the 'keyed out' position with another video source or computer graphic. RocKey's sandwich function allows a video subject to be embedded in a graphic or vice versa. The built-in colour splitter controlled by Red, Green and Blue knobs, allows easy keying on any colour.

- Special effects: Chroma-key, Graphic Sandwich, Luma-key, Key Sandwich, Key Thru, Key Windows, plus many more
- Comprehensive hardware controls
- Compatible with most genlocks

To use RocKey you will need a genlock. Silica are offering RocKey with the RocGen Plus genlock for only £249! A saving of £99 off the normal combined RRP of £348.95!

FREE DELIVERY

"....this sort of video power is unbelievable." Amiga Format - Jan '93

ROCKEY RRP ~~£199.95~~ **£129** INC VAT Ref: VID 2010

ROCKEY + ROCGEN PLUS RRP ~~£348.95~~ **£249** INC VAT Ref: VID 2020

EXTERNAL HD CASE



OPTION WITH 42Mb

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WORKS WITH ALL AMIGAS

RocMate is a stylishly designed external case and power supply unit for use with SCSI hard drive mechanisms. It requires a SCSI interface with a 25-way D-Type connector. A hard drive mechanism is simple to install and RocMate provides an ideal housing for your additional external hard drive mechanism.
Silica are also offering this case with a 42Mb SCSI hard drive mechanism pre-installed, ready for connection to an existing interface, for only £199 inc VAT.

- Includes power supply - works with Commodore A590, GVP HD8+, HC8+ and G-Force Accelerator
- Requires SCSI i/face + 25-way D-Type connector

FREE DELIVERY

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CASE WITH 42Mb HARD DRIVE RRP ~~£300~~ **£199** INC VAT Ref: HAR 2010

ALL PRICES INCLUDE VAT - DELIVERY IS FREE OF CHARGE IN THE UK MAINLAND

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SILICA SYSTEMS - THE AMIGA SPECIALISTS

Before you decide when to buy your Amiga peripheral, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your peripheral, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for almost 14 years, we are Amiga specialists and are a Commodore approved dealer. With our unrivalled experience and expertise, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Systems Service".

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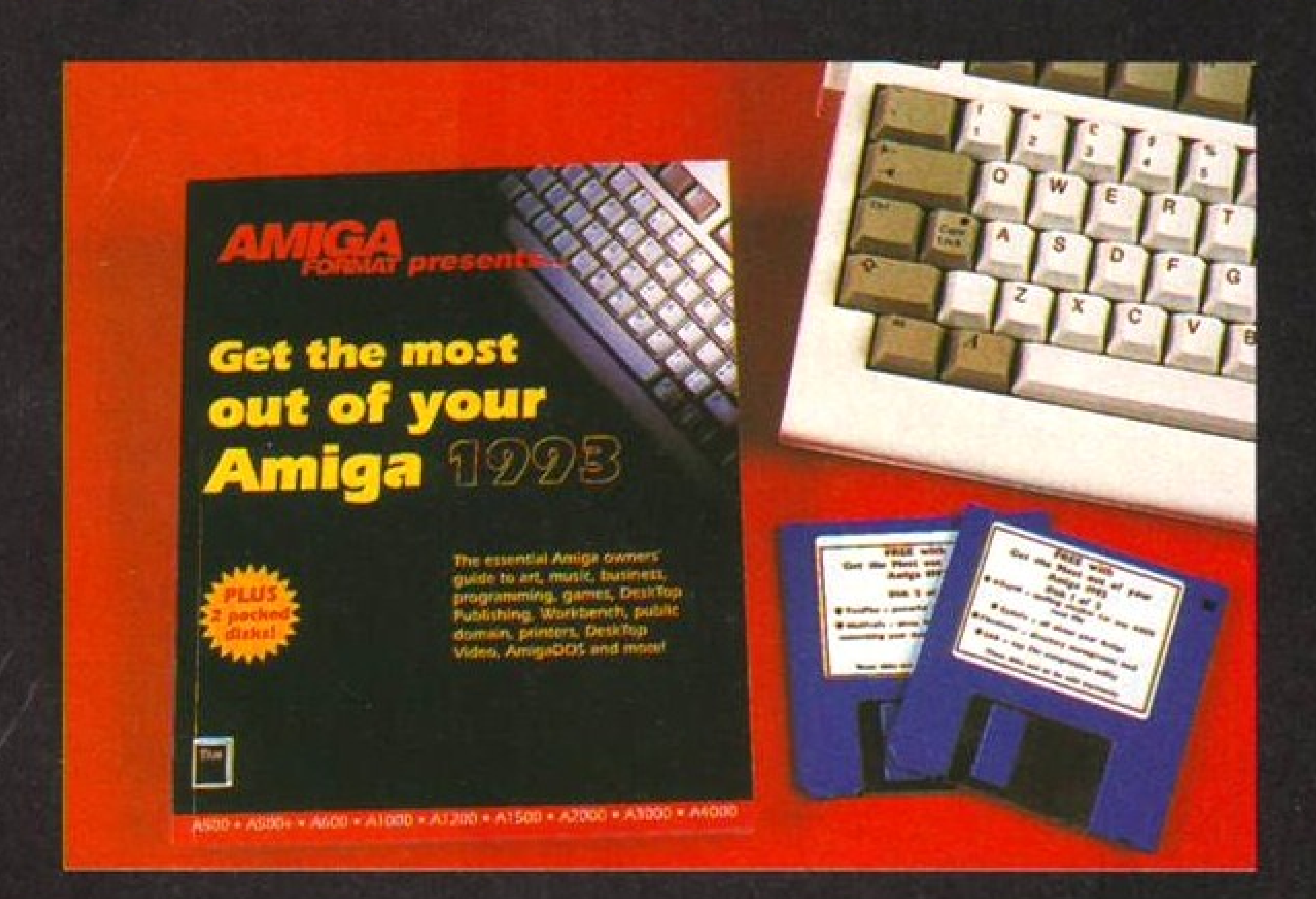
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Which computer(s), if any, do you own? 115B

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US Robotics SPORTSTER MODEM

High speed and low price are the twin assets of this latest phone communications box. Richard Baguley gets in touch.



ABOVE: The modem comes complete with a serial cable and a PD comms package.

MODEMS ARE GETTING cheaper and faster by the month. A good case in point is this new model from US Robotics, which offers full V32Bis speed and Group III fax capability for only £249.99. It's also fully BABT approved.

All of this is contained in a small cream box about seven inches wide, three inches deep and one-and-a-half inches high. The front of the box has a number of lights, which inform you of the state of the modem and it looks rather like a stylophone, although there's no sign of Rolf Harris's signature and no stylus.

At the rear of the case are four sockets for connecting the power, serial lead, telephone line and telephone. There is also a set of DIP switches which control the way the modem starts up.

You're told how to set the switches up in the manual, which is designed for use with different types of computers but is saved from being confusing by the fact that all the AT commands that you need to control the modem are detailed and plenty of examples are supplied.

The most important aspect of a modem such as this is how well it talks to others. Some modems have difficulty with certain others, but the Sportster has no such problems. I've used it to connect with bulletin boards as far apart as Hull and Arizona and it's not failed once. Even over dodgy transatlantic phone lines, it performs flawlessley.

It uses the V32bis protocol, which sends data at 14,400 bits per second. Add to this V42bis data compression and you are looking at a very fast modem. However, if you're talking to a modem that doesn't support V32bis it can also use a variety of slower protocols, including all of the ones that you're likely to come across, with the exception of HST, which is only found on more expensive modems.



RIGHT: The Sportster has built-in help on all of the commands which can be used with it.

Also supplied with the modem is the PD disk *Opticomm* (which includes the comms program *Ncomm*) and a serial lead to connect to the Amiga. This gives you all you need to get started in comms.

The Sportster can also handle faxes, but you will need some extra software to do this, such as the PD program *AFax* or the generic version of the commercial package *GPFax*. I wasn't able to test *GPFax*, but the demo version of *AFax* worked fine after a bit of tweaking of config files. The modem supports the common Group III fax standard, and can send and receive faxes at up to 9600 bits per second.

The obvious competitor to this new modem is the Supra V32Bis Fax modem, which is widely available for around £250. At this price, the Sportster is the clear winner, with full BABT approval and none of the connection problems that have bedevilled the Supra since its release.



BELOW: Using a fast modem such as the Sportster makes it much faster to access bulletin Boards such as Metnet (pictured), which use a lot of ANSI graphics, and can save a lot of money when downloading big files.



SPORTSTER MODEM

DESCRIPTION
V32bis modem with Group III fax

MANUFACTURER
US Robotics (0753 811180)

DISTRIBUTOR
Phoenix C World (0532 350091)

PRICE
£269.99

RELEASE
Already available

SPEED ●●●●
V32bis is extremely fast, so you can download large files quickly.

MANUAL ●●●
Fairly good, with plenty of explanation of the control commands.

ACCESSIBILITY ●●●●
Bundled lead and software get you on-line immediately.

FEATURES ●●●●
With box fax and data capabilities, it's very well-featured.

VALUE ●●●●
Slightly more expensive than its Supra rival, but it is BT approved.

VERDICT

“ An excellent modem, fast and at a reasonable price. Slightly more expensive than its nearest competitor, but this is the one to choose because it does what it promises. ”

93%

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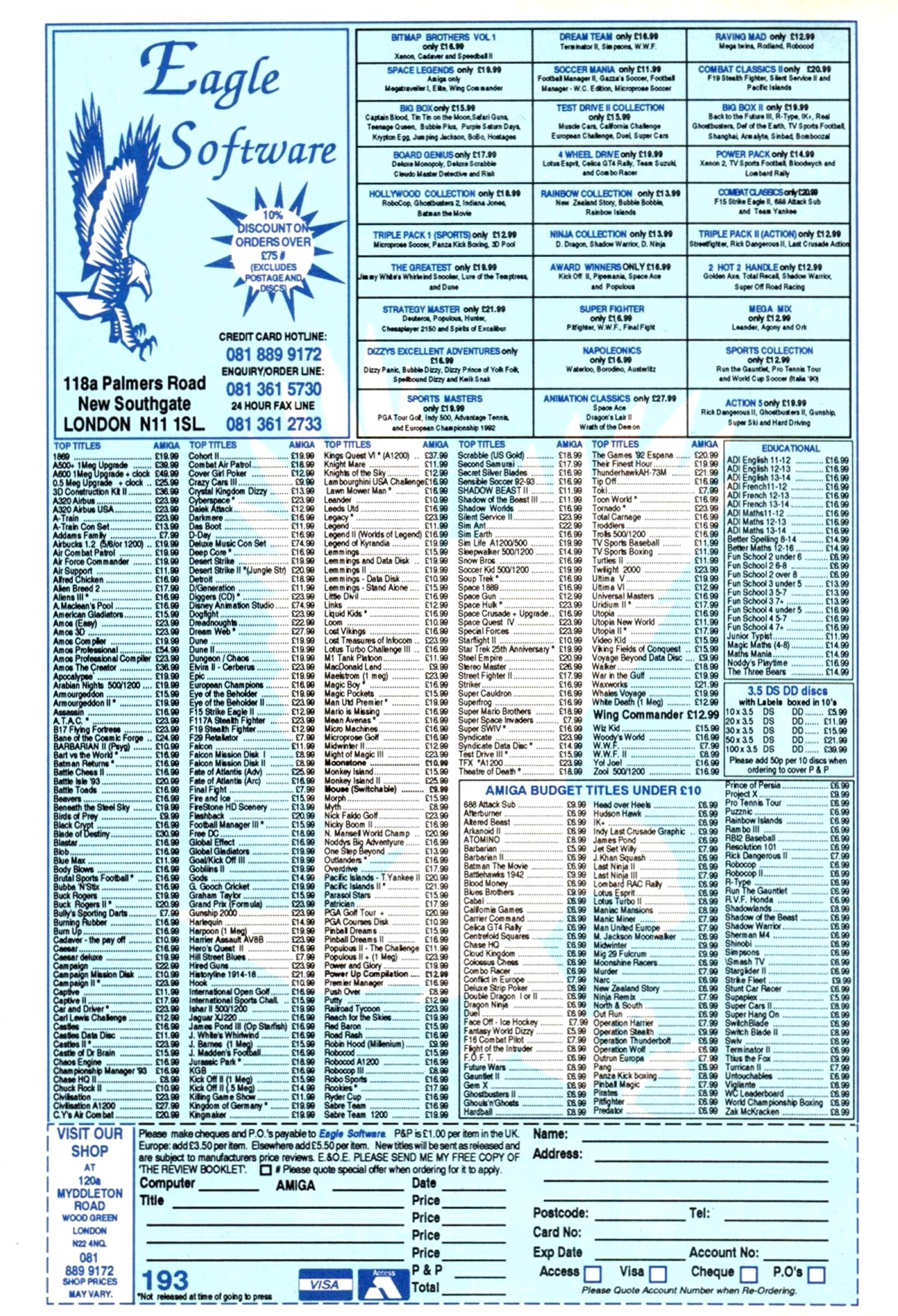
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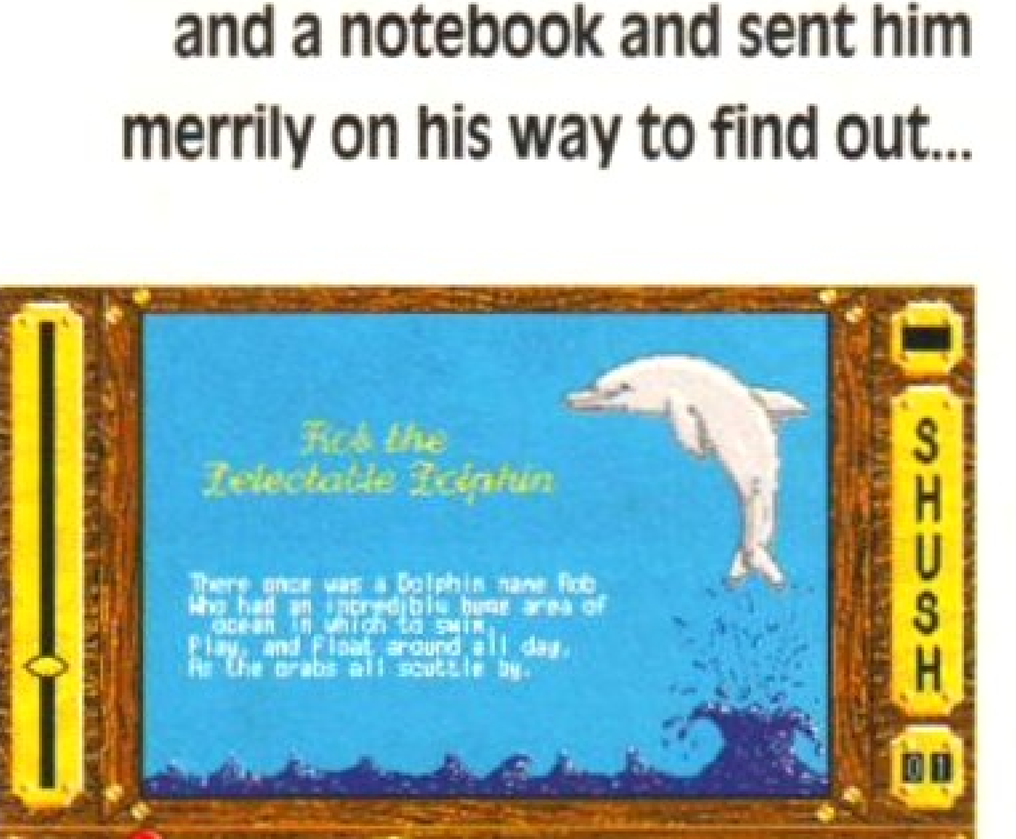
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CODE AMF-BB2

You already know that there are some excellent free and Shareware programs in the Public Domain. But do the latest releases from the world of PD measure up? We gave Richard Baguley a tape measure and a notebook and sent him merrily on his way to find out...





Rob the delectable dolphin? Looks rather more like Derek the demonic dolphin to me...

LUNCHTIME ISSUE IV



ROBERTA SMITH PD

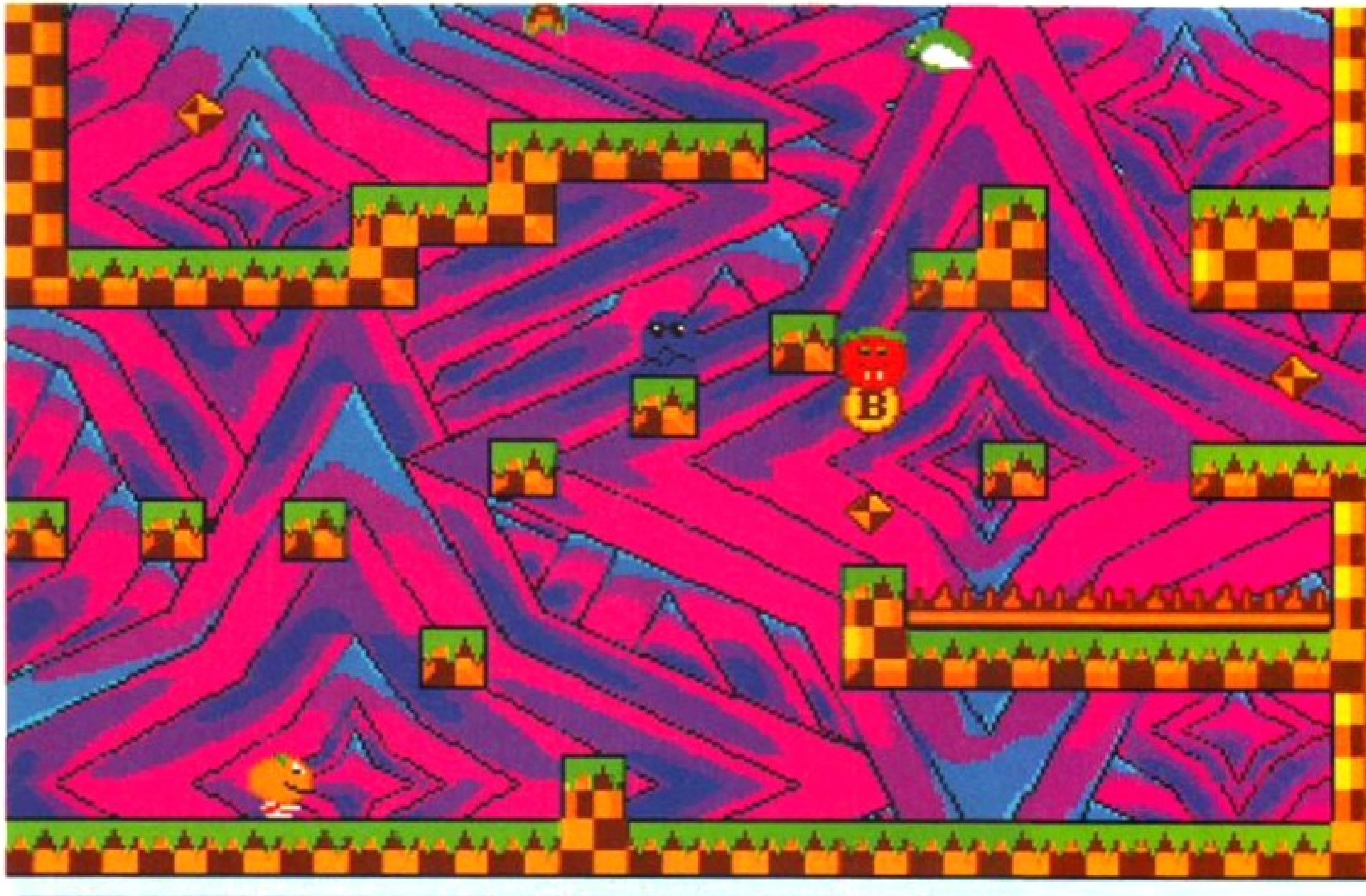
Most disk mags contain something to do with computers. Not so *Lunchtime*. According to the authors, it was the result of seven ugly people being nailed to desks for ten months without any food, water or other facilities. Yes. Right. Well, the result is decidedly odd. Articles range from the truth about cross channel ferries, to speculations on the possibility of extinct animals roaming the seas, and a poem about a celebrity dolphin.

Several bits are rather, erm, adult in tone (and one or two are somewhat blasphemous), but if you're interested in the weirder side of the Amiga community, *Lunchtime* is certainly worth a look. Furthermore, unlike most disk mags, it's freeware, so you can pass it on to as many people as you like.

FRUIT SALAD



WACK PD



Being harassed by blobbies who have been transformed into fruit must count as one of life's major downers.

One day, the people of Blobville were engaged in their favourite pastime of jumping up and down in a rather aimless way, when nasty Triax suddenly appeared and turned the hapless blobbies into vegetables in order to guard his gems. However, he missed one blobby by the unlikely name of Brewster, who then set out to collect all of Triax's gems and save his friends from being stir-fried. Pausing only to put on his shades, he embarked on a multi-screen platform quest.

All right, so I nicked that last bit from the introduction to *Fruit Salad*. Anyway, this is a pretty good platform game, even if the sprites are a bit small. There are several nice touches, including the way Brewster coughs and taps his foot if you don't move fast enough, and some good samples accompany his prodigious leaps.

It's difficult, but with patience, you should be able to get on reasonably quickly. It's released as shareware, for a very reasonable £5.

Continued overleaf ☛

STARBASE 13



MAGNETIC FIELDS
GA023

A graphic adventure based around – surprise! – a starbase. Something nasty has happened and three nasty Stingons have been detected somewhere in the station. You, the heroic shade-wearing captain Yeno, have been sent to work out what's going on.

It's a point-and-click style of game, similar to *Monkey Island* or *Lure of the Temptress*, although it's nowhere near as polished. However, it has good graphics and some neat sound effects. A menu bar gives you access to seven commands, and you can apply these to objects on the screen. For instance , if there was an Editor wandering around, you could click on shoot and then click on the Editor to give him what he deserves.

It's not a huge adventure, but it's certainly big enough to keep you occupied for a few hours.



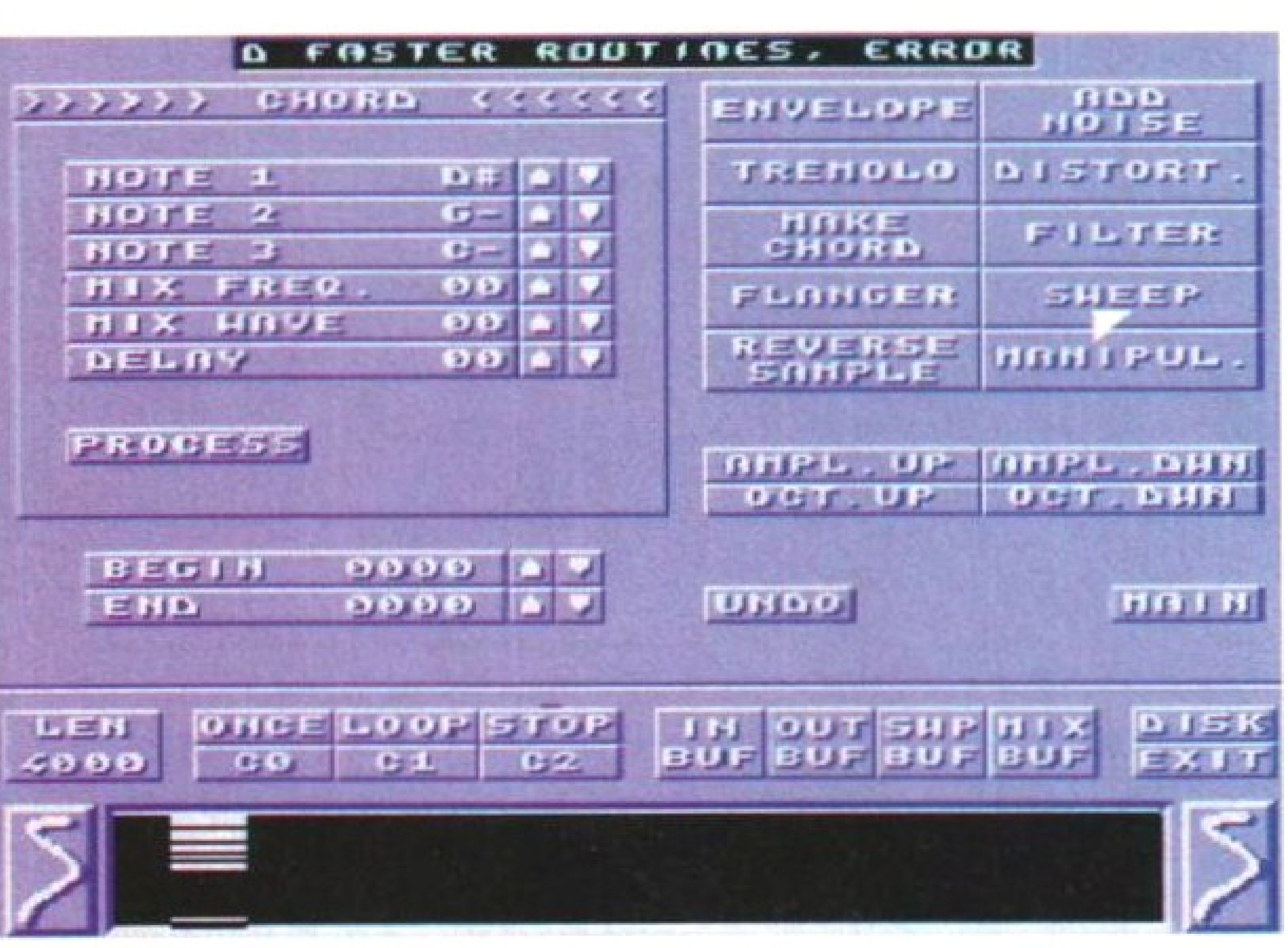
The intro sequence to *Starbase 13* sets the scene. You are the cool-looking dude on the right in the shades.

The graphics are pretty good, and the control system works pretty well, although it's not very intelligent. For instance, if you want to examine an object that's behind something, you have to manoeuvre your character round it before examining. But, these are only minor complaints, and Edward Clay has done an excellent job of designing and coding the game using *AMOS Professional*.

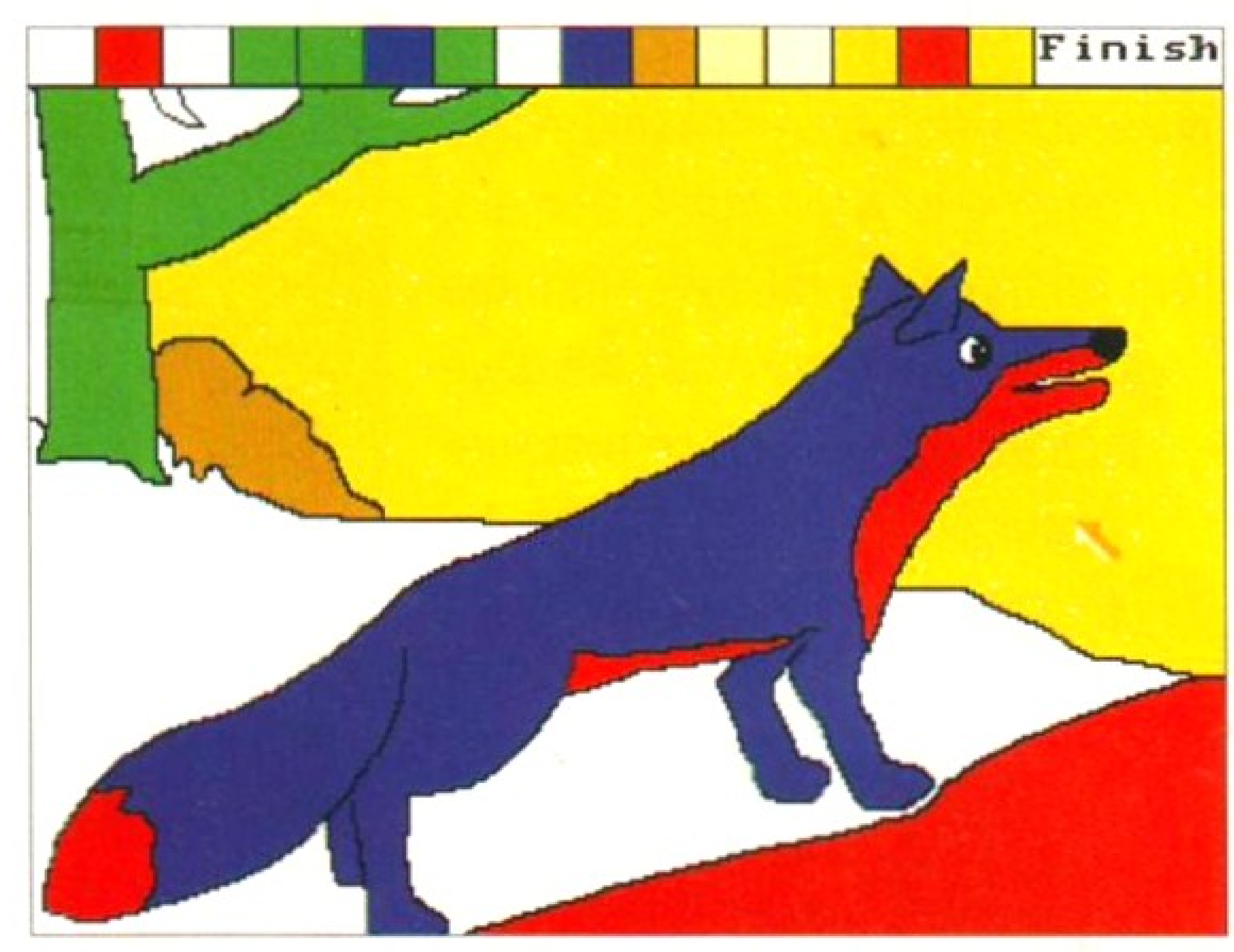


Ahah! An Amiga release rumour started! This one has a 68090, 33Mb chip ram, Digital Washing-up Processor.





SampleMaker in action. This program can be used to create your own drum sounds without ever going anywhere near a sampler.



What's wrong with a red and blue fox? I think it looks rather cute. *Storyland* includes a painting section, in which the wicked witch has stolen all the colours.

NO SAMPLER? *UTIL*

MED USERS GROUP

A disk for Amiga musicians who don't have a sampler may sound like a strange idea, but you don't actually *have* to have a sampler and if you have this disk, you don't even have to have the sample itself. So long as you have a PD disk which has a tune using the sample you want, you can get this disk and run one of the sample rippers on it.

The ripper will search through memory and inform you if it finds any samples or song modules. You can then save them out to disk and load them into *MED* or *Soundtracker* to include in your own tunes. This disk includes four different sample rippers, so one of them should be able to find the samples if they're still in memory. Also included is *Samplemaker*, a program which enables you to create samples from simple waveforms.

It's pretty buggy, (as in trying to access DH1: when I don't have a second disk in the machine) but the demo songs contain some strong drum sounds, and with a judicious bit of fiddling it can produce some really pleasant noises.

STORYLAND 2 *EDUC*

MAGNETIC FIELDS ED021

Storyland is not a happy place. A wicked witch has taken over and has been doing nasty things like spraying graffiti everywhere and stealing all the colours. So, it's down to you as the champion of justice and freedom to beat the witch armed only with a teddy and a packet of felt tip pens.

As you may have guessed, this title is aimed at the younger end of the market. It's a simple point-and-click-type adventure, with several colouring-book sub-sections included. It's not particularly difficult, but it may serve to keep your offspring occupied for a few hours. It's designed and written by members of an animal rights group who don't hide their beliefs, so only for right-on families.

Degrader enables you to turn individual parts of your machine on or off. Combine this with other programs on the disk, and you could run almost anything...



DEGRADERS *UTIL*

VIRUS FREE PD 3356

If you own a shiny new A1200 or A4000, you will no doubt be aware that many games won't run on this new machine, particularly older games. In order to run these games, you'll need to use one of the several programs that gets your machine to pretend it's an older one. Virus Free PD have put together a disk full of programs for this, including *Degrader*, *KillAGA2* and *Fakemem*.

The most useful is *Degrader*, which you can use to alter numerous parameters on the machine, including whether it's a PAL or NTSC machine, how much chip RAM it has and what floppy drives are attached. You can even exclude specific areas of memory which cause your programs to crash.

Also included on this disk are *Kick 1.3* (which reboots your machine using a copy of the Kickstart 1.3 ROM held on the disk), *KillAGA* (which disables the AGA chipset without rebooting the machine) and *Fakemem*, which you can use to cut your machine down to 512K of chip memory.

WORLD WAR II HYPERBOOK *ED*

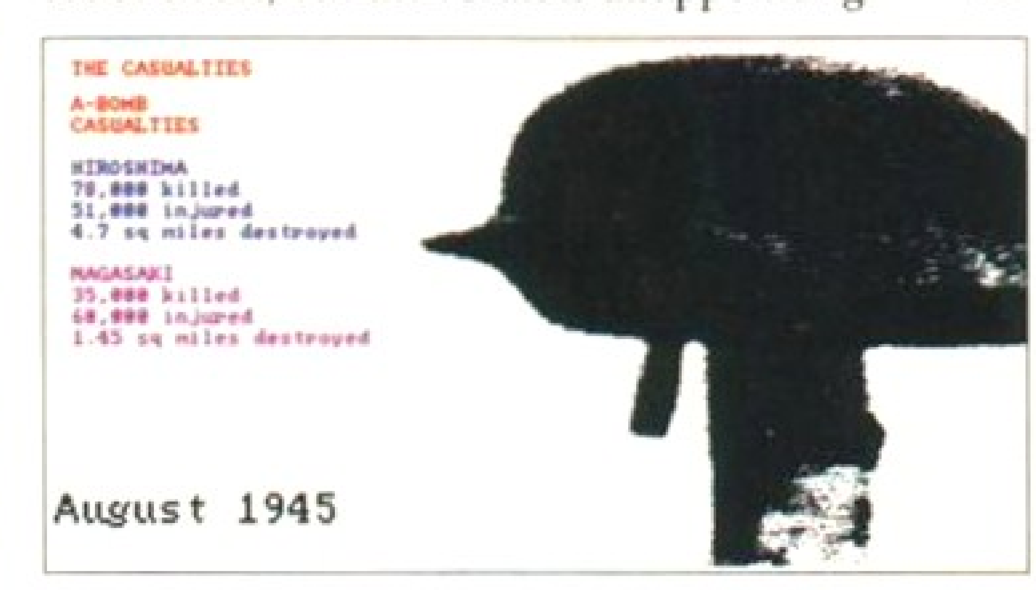


MAGNETIC FIELDS ED006

Facts and figures about the Second World War abound, and Asgard Software have taken a large wodge of information and tried to make it fun and presentable by putting it in Hyperbook form.

You are presented with a menu about various aspects of the war. Choosing a subject moves you on to a screen with other topics, and you click on one to see the next screen.

What makes presentations of this kind good is ease of use and the quality of the images. This is easy to use, but the images have been badly scanned and cropped. The designers have put in a lot of effort, but the result is disappointing.



The *World War II Hyperbook* contains lots of useful information, but much of it is badly presented.

THIS MONTH'S TOP 10 GAMES & UTILITIES

Every month we peruse the bestseller lists of a prominent PD company to see what games and utilities are selling well. This month, it's the turn of...

CHOICE SOFTWARE

1	Dragon Cave	GA186	6	Apple Catcher	GA083
2	DCopy 3.1	UT120	7	Fakemem	UT122
3	Wibble World Giddy	A165	8	Fighting Warriors	GA082
4	The Great Escape of Billy Burglar	GA038	9	Workbench 3 Utilities	UT319
5	Kick 1.3	UT112	10	Electric Clown	WP disk WP002

WHERE TO GET THE DISKS IN THIS ISSUE

MED USERS GROUP: 6 Glevum Road, Stratton St, Margaret, Swindon SN3 4AF

WACK PD: 48 Emerson Ave, Middlesborough, Cleveland TS5 7QH Telephone 0642 822545

ROBERTA SMITH PD: 190 Falloden Way, Hampstead Garden suburb, London NW11 6JE

MAGNETIC FIELDS: PO Box 118, Preston, Lancashire PR2 2AW Telephone 0772 881190

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❑ ^+ **V940 MATHSADV** Simple math problems to solve. **REFLEXTEST** Tests
❑ ^+ **V944 AMIGAWORLD** Contains information about every country
❑ ^+ **V1015 JAPANESE** Help teach Japanese. Word-a-day & Vocabulary.
❑ ^+ **V1111 CHILD QUIZ** Simple Quiz game with colourful graphical pictures from ages 5 upwards.Excellent little game

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❑ !+ **COMPLETE A64 PACKAGE v2.0** With interface & Full Comerical software. Transfers disks from your original 64 disk drive. Full version of the program **£44.99**
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❑ ^+ **V16 AQUARIUM** Turns your screen into an eyecatching Fish tank.
❑ ^+ **V109 PRINT STUDIO** Excellent for printing graphic pictures or text.
❑ ! - **V215 DISKMASTER v3.2** Copies files from one disk to another.
❑ ^+ **V262 DUPLICATION & BACK-UP** Superduper,Turbo copy, Sanity copy
❑ ^+ **V277 FORTRAN-77 v1.3c** Compiler, linker & run time support libs.
❑ ^+ **V298 NORTHC v1.3** Complete C language with all files needed **(2)**
❑ ^+ **V301 EYE OF THE BEHOLDER** Disk Book with Maps, Strategy & Solution.
❑ ^+ **V323 ANALTICALC SPREAD SHEET** The best spread sheet. **(2)**
❑ ^+ **V332 AMIGA PUNT PROGRAM** Predict which horse will win the race
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❑ ^+ **V390 DESK TOP PUBLISHING** Extra features,Text & Graphics Editors
❑ ^+ **V392 AMICASH BANKIN** Best bankin program that I have ever used
❑ ^+ **V394 CHEMESTETICS v2.14** Draws molecules using the calotte model.
❑ ^+ **V401 WINDOWBENCH (2)** Give your Workbench v1.3 a stunning new look and update your aging software.
❑ ^+ **V424 ANTI-FLICKER** Said to stop the flicker in High Res mode
❑ ^+ **V444 PRINTER DRIVER DISK III** Now contains instructions on how to install them. Theres about 90 drivers
❑ ^+ **V479 CHESS & UTILITIES** A collection of chess related Puzzles.
❑ ^+ **V489 AMIBASE PRO v2.0** This is most popular PD Database program.
❑ ^+ **V490 MESSY SID v2.0** Reads MS-Dos disks, Transfer any text files to & from an IBM PC, ie PC to Amiga
❑ ^+ **V523 DICE C COMPILER (2)** Matthew Dillons full featured powerful C compiler & environment system.
❑ ^+ **V536 CATALOGUE UTILITIES** A collection of utilities used to Catalog disk/ Video & Tape collections **(2)**
❑ ! - **V567 GENERATORS** Selection of utls & Printer Driver Generators.
❑ ^+ **V569 DUNGEON MAPPER v1.1** Can design maps for dungeons & Towns.
❑ ^+ **V573 FILE & HD** HDClick v2.0, File Minder, DosControl, & tools. **(2)**
❑ ^+ **V575 HOME BUSINESS** Based on word processing, Data Management, Spreadsheets, Accounts & Printing. **(6)**
❑ ^+ **V583 ICON EDITOR III v2.0** Create Icons upto 640x200. Edit or Create
❑ ^+ **V587 GELIGNITE FONTS (2)** If you want some coloued DPaint fonts.
❑ ^+ **V610 GOLF SCORES v1.84** It will record each round you play, Store it, make up an eclectic score NEW!
❑ ^+> **V611 FOOTBALL LEAGUE EDITOR v1.1** Want to update your teams league position as the results come in.
❑ ^+ **V620 ASPICE v3.2** Full featured program for electric circuit.
❑ !- **V624 NIB COPIER v2.0** Will copy in AmigaDos + special parameter copy.
❑ ^+ **V627 DPAINT FONTS No's 1-3 (3)** The latest selection. Fonts for use with any IFF Painring / DTP Program.
❑ !- **V635 IBeM EMULATOR v1.5** Is a CGA Colour IBM-PC Emulator written to run on any Amiga. Shareware version
❑ ^+> **V660 HOME MANAGER** Is an addressbook,inventory database, 2-do list
❑ ^+ **V661 VERTEX** Create 3d objects without using the X, Y & Z views. Loads Sculpt 3d+
❑ ^+ **V662 DCOPY v3.1 PRO** You can select the speed of the disk drive, Copy modes, Dos, Nibcopy, Ver & safecopy (Fully updated version)
❑ ^+ **V678 DRAW MAP v4.1** You can generate world maps in detail views. 3d or 2d ❑ 2Mb **(2)** or ❑ 1Mb V263
❑ ^+ **V681 GAME TAMER v4.01** Get a hold of that extra hard game & Cheat.
❑ ^+ **V684 FONT EDITOR v1.0,** Also contains other utilities. IFF Fonts
❑ ^+ **V685 ASTRO ASTROLOGY v3.0** Best Astrology program on the Amiga
❑ ^+ **V686 MULTIDOS v1.12** After this program has been installed your Amiga drives can then read 720k IBM Disks.
❑ ^+ **V688 MAGNETIC PAGES v1.30** Creates disk based mags with graphics
❑ ^* **V690 WB 2/3 UTILITES** Contains the programs that should have been with WB 2. Take full advantage of the many NEW capabilities that are available. **(2)**
❑ ^+ **V693 HARLEQUIN VIDEO ART** A video production with backgrounds **(3)**
❑ ^+ **V698 AGRAPH v2.0** Brings the world a cheap draw Bar, Line, Area & Pie chart production/ presentation program.
❑ ^+ **V705 MED v3.21** Excellent update to the famous music program
❑ ^+ **V710 AREXX TUTORIAL** Includes several sample Arexx scripts & sample progs. ARexx comes free on all WB v2.04+ disks
❑ ^+ **V711 UNIX** Contains a working demo of Minix (Unix) System call campatable
❑ ^+ **V715 BIBLE** The entire text of the new Testament & Torah Old Testament **(3)**
❑ ^+ **V719 FREECOPY v1.8** Removes protected games copy protection so that the user can install them on HD.
❑ ^+ **V727 ART OF MED 2** Another excellent select of Med tunes.
❑ ^+ **V731 AMOSBROT v1.1a** Logistic Equation, Coast lines & trees Fractals
❑ ^+ **V733 SOFTWARE LISTER v1.6** This program is designed to keep a track of your Software collection.
❑ ^+ **V742 ONLINE v1.4** Program will allow you to find cheats within games.
❑ ^+ **F691 PROFESSIONAL C MANUAL v3.0** Is the largest collection of utilities, documents & examples for C. It consists of six manuals, with over 40 chapters **(5)**
❑ ^+ **V757 AMIGADEX v1.61** Creates a card index database system.
❑ ^+ **V758 TEXTPLUS v4.0e** Another update of this excellent Word processor program. Requires Hard drive
❑ ^+ **V759 TEXT ENGINE v4.0** Updated version of the Word processor with **AZSPELL**. Excellent spell checker
❑ ^+ **V761 A-GENE v4.18** The most popular genealogy database program.
❑ ^+ **V770 ACCOUNT MASTER v2.12** Excellent Amos written program
❑ ^* **V773 WB v2.04 WINDOWBENCH v2.0** Excellent Workbench replacement for all WB v2.04+ Users **(2)**
❑ ^+ **V777 VOICE CLI v5.5** The idea is to control the CLI with your own voice.
❑ ^+ **V778 RAYSHADE v4.0** Complex Ray tracing package. 2Mb **(3)**
❑ ^+ **V782 FORMS** Create, Edit, Draw , Colour & print your own forms
❑ ^+ **V783 PROGRAMMING TOOLBOX** Many programs to help in your development efforts (most C but some in basic)
❑ ^+ **V784 AREXX (2)** disks which contain Arexx programs & examples
❑ ^+ **V786 PASCAL** This disk contains everything needed to program in Pascal. Includes a68k 68000 assembler & more.
❑ ^+ **V787 PROGRAMMER TOOLS** GadTools to design your user interface to your own programs using all of Amiga DOS 2.0+s new features. Also RegTools.
❑ ^+ **V790 ANIMATION UTLS** Includes CyroUtils for splitting, combining, and creating animations from IFF picture files.
❑ ^+ **V791 DIRECTORY ULTS** Highly recommended programs which are designed to make CLI & Shell tasks virtually obsolete.
❑ ^+ **V794 GRINDER** Complete graphic conversion package that supports GIF, JPeg, Atari St (Neochrome / Degas), PCX, Targa, TIFF, Ham-E and IFF Format pics.
❑ ^+ **V799 ADVENCED UTILs** SerNet & ParNet, Connect 2 Amigas & share resources via the serial or Parallel ports. MyMenu WB 2.0 menus
❑ ^* **V806 WB v2.04 UTILITIES (2)** 2nd collection of WB v2.04+ utilities that take advantage of the NEW capabilities.
❑ ^+ **V811 ELECTROCAD v1.42 & PRO TOYPER** Electronics drawing Programs.
❑ ^+ **V812 CANON** This disk contains Printer Drivers & Canon Studio, Gives better print output for any 9 pin printer.
❑ ^+ **V815 FILE & HD 2** DirWork v1.62 MegaD File copier like Disk Master **(2)**
❑ !- **V817 A500 PLUS EMULATOR** As it sounds will let v1.3 / v1.2 owners run WB v2.04+ software with out any need to purchase to WB v2.0+ chips.
❑ ^+ **V818 INSCRIPT v1.1** Produce video titles. IFF Pictures as back grounds
❑ ^+ **V820 BBBBS v5.7** Baud Bandit bulletin Board System Ftures include up to 99 file libraries, interface to extra devices
❑ ^+ **V821 SNOOPDOS v1.5** Monitors Dos calls to see what library, devices, fonts are requred if a program will not load
❑ ^* **V822 BACKUP v2.43** A hard drive backup program that features, multi-drive support, full backup, compression.
❑ ^+ **V823 POWERPLAYER v3.4** Very powerful, user friendly module player.
❑ ^+ **V826 AHDM v3.4** Hard Drive Menu. When placed in your startup-sequence, offers a 16 page menu
❑ ^+ **V827 REPAIR-IT 2: NewZap v3.3,** Sector file editing system. **FIXDISK v1.2,** Recover as much as possible from a dele-ctive disk
❑ ^+ **V841 MODULA-2** Contains modula-2 language on the Amiga.
❑ ^+ **V842 SID v2.01** Sid can be used for various operations, The best is the file copier on the Amiga.
❑ ^+ **V844 DELITRACKER v1.3** Powerful & system friendly music player. Will play over 40 difference types of modules.
❑ ^+ **V845 Q.M.J v5.31** Generate julia sets & complex Quaternion Julia slices.
❑ ^+ **V846 SCOPIOUS MAPPER** An excellent Dungeon mapping program
❑ ^+ **V847 MONEY MANAGEMENT v1.01** Home accounts which allows you to keep track of upto 12 accounts
❑ ^+ **V848 SLIDESHOW GENERATOR v3.1** Creates slideshows of pictures in various formats for the amiga.
❑ ^+ **V850 FRAC v1.1** Is a graphical Role playing game creator.
❑ ^+ **V856 PICTURE TOOLS** Converts Pictures to other formats and styles.
❑ ^+ **V858 MUSIC MAKERS** A selection of programs to produce your own music productions. Make your own music.
❑ ^+ **V859 AUDIO TOOLS (2)** Sound and Audio production utilities.
❑ ^+ **V861 3d DESIGNER** Graphic production utilities including CLight, DKBTrace
❑ ^+ **V865 IMAGE PROCESSORS** Contains Tools to perform a wide variety of Image Techniques (IFF)
❑ ^+ **V866 MANDEL EXPLORER (2)** This is the best collection of Fractal Generating software on the Amiga.
❑ ^+ **V869 ANIMATION ASST (2)** Will solve many of your animation problems. Includes ABridge, Players, DA, AnimTools
❑ ^+ **V871 3d HELPER** Are you starting out with 3d graphics. This is what you need
❑ ^+ **V872 ICON TOOL KIT** Just about every tool you could imagine
❑ ^+ **V873 UGFC v1.1** Will help you translate between Graphic formats
❑ ^+ **V875 SPACE** Help you study, identify the Stars & celestial objects.
❑ ^+ **V876 SYSTEM TEST v4.1** Checks & reports on your computer
❑ ^+ **V882 MAGNUM v1.4** Another excellent Disk Magazine Creator.
❑ ^+ **V888 TRONI CAD v1.0** The best CAD program with power functions.
❑ ^+ **V899 ABACKUP v3.88** A Powerful backup utility that may be used for HD backup & File Archiving. **SysInfo**
❑ ^* **V900 BOOTJOB v1.0** Include functions to store, install, view or execute any bootblock. Can save BB as executable
❑ ^* **V901 FIM v2.2** IntroMaker to create you own Intros. IFF imports
❑ ^+ **V921 COMPUGRAPHIC FONTS** Will work with DPaint v4.1, ProPage3, Pagestream, Page setter & Work bench v2.04+. About 30 Fonts **(3)**
❑ ^+ **V924 PLOT MAP v0.85** An extra disk for use with Draw Map v4.0+ Will allow use of the program with 512K RAM
❑ ^+ **V925 SLAUGHTER CHEATS** Selection of WB Hacks & Cheats
❑ ^+ **V928 THE LITTLE OFFICE** One of the best disks at the present time. Has a Word Processor and others
❑ ^+ **V936 LETTERS & BOILERPLATE** Letters for you to use as your own or cut & pause into a Word Processor
❑ ^+ **V942 SCREEN BLANKERS** A disk packed with screen blankers. Includes the Twilight Zone blanker along with 10 others
❑ ^+ **V943 LYAPUNOVIA v1.5** Mind-boggingly colourful program that makes pictures from a mathematical formula. Now with AGA support
❑ ^+ **V945 PROPAGE 3 ENHANCER** Over 40 Genies for use with ProPage 3.0, including useful ones like Make Pie Chart. Also structured clipart for unique borders!
❑ ^* **V946 SYSTEM OPTIMIZER** KCommodity gives you memory meters. REorg will optimize hard / floppy disks for big speed increase. HDMem virtual memory. 2 Meg of HD space for 2Mb
❑ ^+ **V947 GNUPLOT** Is a command driven interactive function plotter. Creates stunning plot/graphs of mathematical functions. Requires a hard disk drive
❑ ^+ **V948 INTUITION BASED BENCHMARKS v6.0** A great package with all the popular BMs like Sieve, Dhrystone, Savage, IMath & Matrix.
❑ ^+ **V949 TESTS** Contains all of the classic speed tests and system checks we could find. Includes CPU Speed, A full featured system diagnostic tool & more.
❑ ^+ **V951 PROTECTION** Is a collection of utilities aimed to protect your data and protect autobooting HDs & Document File. Lock your data files with a password
❑ ^+ **V952 x-BENCH v1.0 (2)** Complete solution to the replacement Workbench. Contains LastHope, View, Virus Checker, Power packer & DCopy2
❑ ^+ **V957 TACKS v1.2** Help you create self-booting animation disks.
❑ ^+ **V958 CLUB LEAGUE** Is a utility that will allows you to edit and keep track of your divisons/leaggue stats.
❑ ^+ **V959 AMIGA_E v2.1b** Specific compiler. E is a powerful and flexible procedural programming language
❑ ^* **V962 SUPER KILLERS v3.0 (2)** The latest Virus Killers like BootX v5.23a, which can save any bootblock and install it on another disk as well as check for viruses. VC v6.28 and VirusZ v3.06
❑ ^* **V976 WB v2.04 UTILITIES 6** Next collection of WB v2,04+ utilities.
❑ ^+ **V977 FILE & HD No 5-6** Next Excellent collect of HD utilities. **(2)**
❑ ^+ **V979 NCOMM v3.0** Is a communications program based on Comm v1.34 with lots of very nice enhancements
❑ ^* **V980 KICK v1.3** Will down grade A500+, A600, A1200 users machines to run software that would NOT normaly work. Turns them into a Workbench 1.3.
❑ ^+ **V983 MEGA CHEATS v3.0c** Now contains over 500 cheats.
❑ ^+ **V984 PROTRACKER v3.0a** The latest updated version from Norway. Various bugs fixed and 70 new features
❑ ^+ **V988 ZIPBENCH v4.0** Another Workbench replacemant but contains excellent utilities like, powerpacker v2.2a, powerplayer, SysInfo, VirusX, Archiver, b-Base, BootIntro, Degrader, Fist Aid Box **(2)**
❑ ^+ **V994 THE MONEY PROGRAM v1.5** Features include upto a maxium of 60 accounts, upto 50 direct paymenys,
❑ ^+ **V1000 GRAPHPRO v1.0** Writen with Amos pro by David Jordan. Basically takes a set of data, plots them on a graph.
❑ ^+ **V1001 VMORPH v2.21** Will allow you to create smooth morphs/warps between two different images over a period of frames to create an animation.
❑ ^+ **V1002 RAMOS PRO** If you have Amos Pro then this disk will make your programs Boot without the program disk
❑ ^* **V1003 NICKPREFS** Is an enhancement to WB 2/3 which adds 3 new preferences WBPicture, BuzyPionter & Floppy.
❑ ^^ **V1005 WORKBENCH 3.0 UTLS** Contains the fist batch of A1200 and A4000/030/040 Utility programs
❑ ^+ **V1009 TURBO TEXT v1.1** Excellent Word Processor. Very impressiveversion
❑ ^+ **V1013 POOLS PREDICTION** A helping hand with the Pools.
❑ ^+ **V1016 OCTAMED v2.0** Music editor which was designed for making music for programs. **(FULL & NEW VERSION)**
❑ ^* **V1017 POST v1.86** An excellent Postscript interpreter for the Amiga which implements the full Adobe language **(3)**
❑ ^^ **V1021 WB 3 SCREENS** Enhance your Workbench disks backgrounds with theses nice full coloured pictures
❑ ^+ **V1022 LITTLE TRAVELLER v1.1** Shows a world map & you can select any country for travel information, Zooms up another close up map with more detail.
❑ ^+ **V1023 QUIZ** Contains Questions & Answers with the option to add
❑ ^^ **V1024 MANDELSQUARE v1.6** Generate enhanced AGA Mandelbrot set images, requires numerical coprocessor. You can create 256 colour coloured pics
❑ ^* **V1025 TERM v3.1** Comm prgroam, Xpr transfer, filetype ident after download, cut & paste, point-and-click, auto upload/ download, VT102/VT220, Ansi emulation, powerfull phone book & AGA support **(3)**
❑ ^* **V1034 ADM v1.01** Flexible address database with loads of great features.
❑ ^+ **V1035 FES BASIC** Just in time for all the new machines which do not have Basic with thier machines any more.
❑ ^^ **V1037 (AGA) A1200 WB HACKS** An excellent collection of Utilities & Hacks
❑ ^+ **V1038 AMOS PRO UPDATER v1.11** 1st Update to the Amos Professional
❑ ^^ **V1039 (AGA) WB3.0 INSTALL** If you need to install your A1200 HD then you need this. Also see V1075
❑ ^+ **V1040 bBASEIII v1.3** An easy to use, versalite, yet full featured database. Greatly enhanced successor to bBASE II.
❑ ^+ **V1041 DIGITAIL BREADBOARD** Full featured digitail circuit simulator
❑ ^* **V1043 SUPER DARK v1.5** A screen blanker like After dark from the MAC theres about 30 blankers.
❑ ^+ **V1044 FANCY PRINTING DISK** Contains Banner, Graph Paper v1.2 and Disk Print v3.59.
❑ ^+ **V1045 uDRAW v1.0** Provides a mechanism for the rabid drawing of schematic diagrams. Bitmap oriented
❑ ^+ **V1046 THE XI RAVE SAMPLES** Grarett Watt's IFF 808 State samples
❑ ^+ **V1048 HAM-8 VISTAS (2)** Collection of Ham-8 Vista drawings.
❑ ^+ **V1051 EASY CALC v1.0** A spread sheet designed to be both easy to use and fast. Built in excellent help system.
❑ ^+ **V1054 ADVANCED UTLS 2** Compress Disk doubles the capacity of your D on the fly with compressions. Also DiskOptimizer, SCSI Mount and more.
❑ ^* **V1055 PARBENCH** All the software you need to hookup 2 Amiga's or CDTV's.
❑ ^+ **V1056 DEVELOPER** Contains the official Commodore developers Kit for the Amiga Guide & install utilities.
❑ ^+ **V1057 EDPLAYER** Music MOD player that looks, acts & plays like a CD
❑ ^+ **V1058 3D GRAPHICS** Several 3d moddeling/ray tracing programs
❑ ^+ **V1059 GRAPHICS** Create stunning graphical images. MPath creates swirling galaxy images. Roses, Rayshade
❑ ^+ **V1060 CIRCUIT BOARD DESIGN** Includes mCAD v1.26 and several terrific routines for the electronic enthusiast.
❑ ^+ **V1061 DISK UTLS** Several highly recommended programs for performing file hard drive backup, file recovery, disk track recovery, and forced disk validatuion
❑ ^+ **V1062 DESKTOP PUB** Transfers Macintosh screen fonts. AFM metric files to Amiga fonts/PPage .metric files.
❑ ^+ **V1063 RIPPERS, STRIPPERS & BEATS** For the music enthusiast, designed to strip music from your favorite games
❑ ^+ **V1067 3D OBJECTS 3** About 20 objects in Sculpt / Turbosilver format
❑ ^+ **V1069 PRINTER DRIVERS 5** Deskjet 550c, 500, 500c, Ricoh HP1200, Canon BJ300, 130, LPB, 10e, PJ1080a HP Paintjet.
❑ ^^ **V1070 (AGA) UTLs 2** 256 colour icon editor,Plamsa256,QuickGrab v1.1
❑ ^^ **V1071 (AGA) MSM v1.8** Martins system monitor for programmers
❑ ^^ **V1072 (AGA) WINBLENDER v39.28** Create excellent/stunning AGA fractals. Also contains 68030/040/FPU versions.
❑ ^+ **V1073 FT-X ACCOUNTS v2.01** Was written as there are not ready any other good account packages.
❑ ^^ **V1074 (AGA) UTLs 3** Collection of AGA Based utilities. Includes Kill AGA Which allows you to run old badly written programs incluing demos & some games
❑ ^* **V1077 GENEALOGIST v3.04** Is a specialized database for keeping track of genealogical information. Full featured & a wide selection of features to use.
❑ ^+ **V1078 PC TASK v2.03** Software IBM-PC emulator. It allows you to run the majority of PC software with no additional hardware. Now supports VGA, EGA, CGA and MDA. This is a demostration version.
❑ ^+ **V1079 KEYBOARD TRAINER v1.1** Best Public Domain Typing Tutor An excellent New program / Amiga
❑ ^+ **V1081 REPAIR-IT 3** Contains a selection of Disk, Hard Drive repairing and file saving utilities for the Amiga.
❑ ^+ **V1083 CROSS v5.1** Is a program that creates crossword puzzles for you
❑ ^+ **V1084 SPECTRUM EMULATOR v1.6 (2)** This is the best & latest version of the most popular emulator for the Amiga. There is an 020/030 versions now on the disk which enhance the games on disk.
❑ ^+ **V1087 STOCK ANALYST** Is a technical analysis and securities tracking program which calculates when to buy and sell shares.
❑ ^* **V1088 WB 2.0+ UTLS** Contains ChkFrag, DFC5, FastDos, Formatter, No-Click, UnDelete, KeyMac, MegaWB, MR, 1 Plane, OpenL, ResumeMaker & StarBlank.
❑ ^+ **V1089 STATRAM** Recoverable RAM based on VD0 but 5 times faster.
❑ ^^ **V1090 ANDYS (AGA) UTLs** Another selection of utilities for A1200 owners also encludes FakeMem, KillAGA, AGATest, Degrader and much more.
❑ ^+ **V1091 ASTRONOMY v2.0** A menu driven astronomy program that calculatoes information about the Sun,Moon, Planets and Constellations. Help Disk.
❑ ^+ **V1092 HEROQUEST AID** Will aid solo AD&D players who do not have a Dungeon master at the present time. It takes over the DMs role. Good or what.
❑ ^+ **V1093 PARNET SET-UP (2)** A two way network file system between two parallel ports, establish via two amigas
❑ ^* **V1095 DEGRADERS** If you have trouble running software on an A1200 or A4000/030/040 give this disk a try it will emulate the basic 1.3 rom better that any other software on the Amiga at present.
❑ ^+ **V1096 MING SHU CHINESE ASTROLOGY** Will create a horoscope in seconds not hours, the complete aid.
❑ ^+ **V1097 TITANIC CHEATS v1.40** Contains 950k of raw data which is just a whisker under 600 games Well presented
❑ ^+ **V1101 RJ UTLs** This disk contains helpful image processing and painting programs. Like Perfect Paint v1.34, Image Workshop v1.3, an IFF Manipulator.
❑ ! * **V1102 DT UTLs** Contains Border for WB v2.04+ machines, MakeKickFile, SKick v3.34, is a replacement for kick-it, Z Kick and LKick kickers. It will softkick any other version of kickstart into ram.
❑ ^+ **V1103 TEK-ATAK MODULES** An excellent helping of wonderful music for your own productions or to listern to.
❑ ^* **V1104 COLOURED ICONS** Transfer your disks into colouful well presented works of art with this database.
❑ ^+ **V1105 VIEW TOOLS** Contains Convert, ViewTree, a Familt tree easy to use database progra. ViewPhone, an British telephone storage database. ViewDisk, is a small disk catalogue utility.
❑ ^+ **V1106 MAJOR LEAGUE** Allows you to keep track of your favorite teams and there results. DataIndex v2.4
❑ ^+ **V1107 BLITZ BASIC2** Comprises of a fully integrated editor/compiler enviroment for the serious Amiga programmer
❑ ^+ **V1109 STAR VIEW** Is designed to show graphicallythe positions of the stars and planets from any point on Earth.
❑ ^+ **V1110 FORCASTER v2.01b** Is a Horse Racing prediction program which uses statistical analysis of Major factors.
❑ ^+ **V1112 CHEQUE BOOK v2.5** Record your bank and other transactions.
❑ ^+ **V1114 PRINT LABELs** DocDump2.1, Envelope Print v1.2, Inlay Maker v1.4, MC master v1.1, Banner Press, Label Print v3.5
❑ ^+ **V1116 POOLS WIZARD JNR** Deadacated Amiga Football Pools predicter.
❑ ^+ **V1117 x-BEAT v1.2** A good program for drum sequencing 16 bass.
❑ ^+ **V1119 MUSIC BASE v1.0** A versatile a east to use musical database.
❑ ^* **V1121 SHAYERA'S TOOLS** Contains IFF2RAW, MatchRun, NoClick, PlayMelon, SetStar, TrackPlayer v1.92
❑ ^+ **V1123 DIGITAL DREAMS UTLs** Contains Trax, ProMax, trax Map, Titans cruncher, Protect, VC, Scrabble II, Boot Block Champ II and File Protect.
❑ ^+ **V1124 FIRST ALERT VIRUS** BootX, EVN v2.22, LVD v1.75, MVK v2.2, No Saddam, SnapShot, VC, Virus X, Virus Z.
❑ ^+ **V1125 LEMMINGS 2 INSTALL** This disk will install Lemmings 2 to your hard drive. 1Mb Chip RAM + 512k RAM
❑ ^+ **V1129 RED DRAWF TRIVIA** The ultimate Quiz and answers game.
❑ ^+ **V1130 COMMUNICATE v1.2** A helping tool for learning one of the eight formats of cummunications or languages
❑ ^+ **V1131 COPPIERS UNLIMITED** AContains DCopy, FastEm, FastLighning, Maverick, Mirror, Nib, Rattle, Raw, Sanity, Super Duper and Tetracopy.
❑ ^+ **V1133 NUMPAD v37.3** Emulates a numeric keypad on some Amiga Keys.
❑ ^* **V1134 TOOLMANAGER v2.1 (2)** Includes the ability to add menus to your Tools menu. add WB icons or Windows.
❑ ^* **V1136 DISK UTLs 2** Copy_C A disk tool for making backup copies, form-atting ect. DiskMate A disk utl with multi drivedisk copier ect. DiskSalv v2.0 Disk repair, salvage and undelete utl. HDClick, a hard disk menu & workbench tool.
❑ ^^ **V1137 (AGA) UTLs 4** AGATest, BBlank,CheckAGA, CycletoMenu, Doublex, Force VGA, GIF Datatype, PKLudge, PPShow, Rend24, ViewTek & Verlauf
❑ ^^ **V1138 (AGA) UTLs 5** Degrader, Pov-Ray, AmigaToDouble, CardMemLast, Palette, Promotor, RomTagMem.
❑ ^^ **V1139 (AGA) UTLs 6** A4091Patch, Alert Timer, Bestid, Clauds, Ham8 JPEG, NewPOP, NTSC4NTSC, PatchPointer, Plasma PCX Data type & Screen Mode changer.

AMIGA GAMES

❑ ! - **1073 TETRIS ORIGINAL** This is the closest game to the original tetris
❑ ^+ **1420 DTRIS** If you want a1 or 2 player Tetris this has to be 1 of them.
❑ ^+ **1749 SCRAMBLE** 'The Original' Remember thatold classic game from the arcades
❑ ^+ **1977 POM POM GUNNER** Shoot down world wor II air planes in this Operation Wolf
❑ ! - **2018 JETMAN** Spectrum classic converted to the amiga, with all the original sounds.
❑ ^+ **2022 SEA LANCE** The first Silent Service type sub war game on PD
❑ ^+ **2054 ATIC ATAC** A rendition of the game from the original Spectrum
❑ ^+ **2164 DUNGEON ON NADROJ** This is the best D&D adventure type game. Load Wb
❑ ^+ **2220 STRATEGIC GAMES** Eternal Rome, Lords of Hosts, In Moonshine.
❑ ^+ **2221 MIND GAMES 21** of the best games to challenge your mind
❑ ^+ **2272 BLACK JACK LAB** Play all the popular versions of Pontoon
❑ ^+ **2278 CARD SHARP** A professionally presented selection of solitaire games.
❑ ^+ **2280 DIPLOMACY** Classic strategy game loosely based on World War 1. 2Mb
❑ ^+ **2411 TOTAL WAR** Strategy world conquest type game. 1 or more players
❑ ^+ **2432 GOLDEN OLDIES** Galaga, Galaxian, Space invaders, Asteriods, Batty & Missle Command
❑ ^+> **2447 COINDROP** Fruit Machine simulator with various gamble modes.
❑ ! - **2448 CRAZY SUE** Another first rate cute school girl platform game
❑ ^+> **2480 FRUIT MACHINE 2** As near as poss to the Arcade machines
❑ ^+ **2485 IRONCLADS** Updated Strategic War Game which is heavy on your mind **(2)**
❑ ^+ **2491 LEGEND OF LOTHIAN v1.02** An excellent adventure game in the vein of Ultima.
❑ ^+ **2498 AMOS CRICKET** Is an excellent arcade cricket simulator with nice graphics.
❑ ^+ **2614 TETREN** Is a 1 or 2 player Tetris game. The 2 player game is Head 2 Head.
❑ ^+ **2617 GOLDEN OLDIES 2:** Croak, is a 1 or 2 player Frogger. BiPlanes is 1 of the most additive games we have played here. Trail-Blazer, as the C64 Classic. Scamble Shootemup
❑ ^+ **2620 DR MARIO** You must move coloured pills down the screen. 3 in a row go's
❑ ^+ **2621 ETERNAL ROME** Start the Roman Empire from 32BC. Build fleets, armies & attack
❑ ^+ **2622 DONKEY KONG** Original platform game in which you must rescue the girl.
❑ ^+ **2676 MORIA v5.4** Loads of new features, better graphics, larger dungeons, screen updates, overview of dungon's map
❑ ^+ **2710 CLASH OF THE EMPIRES (2) v2.1** Strategical War game By T.A.Sear
❑ ^+ **2724 NEIGHBOURS** This is the best graphical adventure game to date **(2)**
❑ ! + **2738 AIR TRAFFIC CONTROL** Try to guide upto 100 planes into the AirPort
❑ ^+ **2775 ROULETE ROYAL** Why not do some gamble with chips at the casio
❑ ! + **2802 CARD-O-RAMA** Sea heven, Crib Klondike, Black-jack, Spades, Street
❑ ^ + **2825 ALL ROUNDER** A Cricket simulation with great graphics & play
❑ ^+ **2842 CRAZY SUE II** Sequal to the all time best selling PD platform game.
❑ ^+ **2854 SPACE INVADERS II** A revised old classic Space Invaiders game.
❑ ^+ **2863 FIGHTING WARRIORS** A karate combat fighting contest game.
❑ ^+ **2932 NUMERIX** Enjoy puzzles / Tetris then this is a must. You have a scrabble board & you must place tetris blocks to get points.
❑ ^+ **2941 EXTREME VIOLENCE** Scrolls around much bigger than Smash TV
❑ ^+ **2987 BOMB JACKY** A conversion as the original Bomb Jack, it's as the best yet
❑ ^+ **2988 BALDERS GROVE** Its here Boulder dash with a selection of levels that work fully
❑ ^^ **3023 UCHESS (AGA)** Do you love chess then try this. 4Mb & WB 3.0
❑ ^+ **3037 SSW** Is a game for 2 based on Space Wars but with many extra features.
❑ ^+ **3038 TANK HUNTER** A 2 player Tank Attack game with various levels
❑ ^+ **3039 ASTEROIDS II v0.85** This is the best version of Asteroids I have ever seen, If you like Asteroids games then this is for you
❑ ^^ **3040 TETRIS (AGA)** If you like tetris, you need this disk. AGA graphics.
❑ ^+ **3075 18 HOLE GOLF (2)** The first excellent golf game. Select speed & power
❑ ^+ **3162 SON OF BLAGGER** This is a classic (64/Spectrum) platform conversion Can you remember how active it is to play
❑ ^+ **3214 UNIV CONQ** A strategy game where two human players battle for control of the universe. Status information is continually updated to allow the player to concentrate on strategy. Includes digitized pictures and sound.
❑ ^+ **3234 SYSTEM DEFENDER** If Defender is the name of the game then this is the game for you, in true defender style it retains all features.
❑ ^ + **3235 ALIEN BASH** The game is set inside a prison for the galaxys mentally unstable, you have been imprisoned there along with a bunch of your mates. Rescue your friends by shooting
❑ ^ + **3237 SKIDMARKS** Racing game in which you skid around a nice track and win the race.
❑ ^+ **3252 BONDMINE 12** Well produced game in the vain of the classic Boulder Dash games.
❑ ^+ **3253 OPERATION METEOR** This game is set in 3d graphics in which you must travel around traped in this graphic stunning adventure.
❑ ^- **3257 SUITCASE (2)** The best adventure on the amiga to date. Excellent
❑ ^+ **3265 WIBBLE WORLD GIGGY** Wibble World of Giggia Mania hits town Yes you can enjoy the trills of controlling an egg shaped character for free. Solve puzzles avoid the monsters
❑ ^+ **3269 BRAINBOW** Is an original board game, which will have you taxing your brains for hours. Rather like a version of the pile-up Scrabble
❑ ^+ **3280 STRIKEBALL** Is a version of baseball with a few rule changes. When the game commences you will see a normalbaseball pitch & players positioned as inbaseball.
❑ ^+ **3283 NECESSARY ROUGHNESS (2)** Puts you in charge of a team of your choise and lets you play a computer team, again of your choise. As headcoach you will have to call the playsthat you think will be most effective to the game. You will then be ableto see the action, followed by a breif summary of what you have just seen.
❑ ^+ **3285 THE ENTITY v1.1** You play the role or I should say control the stix and you're beinginvaided by the Entity. You are enclosed inside an electrofield which mustnot be touch.
❑ ^+ **3286 AIR HOCKEY** Is a bat and ball game based on air hockey from the amusement aracdes.Its a basic game for 2 players.
❑ ** **3287 ROAD TO HELL (2Mb)** Is an overhead view driving game like HotRod and super sprint. It requires skill and coordination for success. The aim of the aim of the game is towin the gold in the Championship by making more money that your opponent. Theres a helping extra which can be bought from the shop like enhancedtypes, Better Engines, Rockets, Smoke screens act.
^+ **3310 STARBASE 13 (2)** Is a graphical adventure, simular in style to monkey island or Operation Stealth. The controls and what they do are fairly obvious.

STAR TREK + SI-FI

❑ ^+ .... **AT05 KLINGON D7 CRUISER** fires torpedoes while passing by **NCC-1864**
❑ ^+ .... **AT10 ENTERPRICES** Leaves the Star station dock. **NCC 1701-A** classic original
❑ ^+ .... **AT22 APPROACHING VESSELS**
❑ ^+ .... **AT23 STAR TREK FLEET MANEUVER**
❑ ^+ .... **AT33 THE PROBE II** & **BRID OF PREY**
❑ ^+ .... **AT34 LEAVING SPACE OFFICE** Docking, Attack mode, Bird of Prey Scout attacking.
❑ ^+ .... **1060 STAR TREK *: TNG** Game
❑ ^+ .... **1081 ULTIMATE STAR TREK (2)** Game by Tobias Richter. Now in English
❑ ^+ .... **2222 STAR TREK TNG** This is the latest quiz game based on the T.N.G **(2)**
❑ ! - .... **2501 STARTREK** /Jimbo Barber **(2) 2dd**
❑ ^+ .... **2503 STARTREK** Eric Gustafson **(3) 2dd**
❑ ^+ .... **2926 STAR TREK THEMES! (2)** The original sampled version of the Star Trek themes.
❑ ^+ .... **2879 CULT TV II (2)** This volume features 6 more cult shows from the 60s & early 70s include complete Episode Guides, Indepth backgroud guides, seasons listings, cast, Credits
❑ ^+ .... **3108 STAR TREK: DEEP SPACE 9 SLIDES**

❑ **Star Trek / Wars Video Tape**
25Min long Tobias Richter 24bit ray traced animation which took 6 weeks to produce. (VHS Format) £11.99

Code Numbers

+	Works with Workbench 2.0
*	Workbench 2.0+ Only
^	Works with Workbench 3.0
^^	Workbench 3.0+ Only
>	Not A600 Machines
!	Not A500 or A600 Machines
-	Not Workbench 3.0
??	Requires ?? Amount of disks
??Mb	Requires ?? Amount of memory

NEW DEMOS

❑ ^+ 3366	SOME DEMO / LEMON
❑ ! + 3338	AQUARIUM MEGA DEMO
❑ ^+ 3354	FAIRLIGHT RAVE DEMO
❑ ^+ 3290	GRAPEVINE 16 (3) £4.00
❑ ^^ 3212	(AGA) NIGHT BREED SLIDES (2)
❑ ^+ 3136	KEFRENS DESERT DREAM (2)
❑ ^+ 3139	SCOOPEX 2 UNLIMITED (2)
❑ ^^ 3063	(AGA) HOIS MEGA DEMO
❑ ^+ 2921	STATE OF THE ARTS
❑ ^* 2815	LAWNMOWER MAN (2)
❑ ^+ 2858	JESUS ON E'S / LSD (2)

ORDERING BY POST Please tick the boxes to the left of the disk numbers with a coloured pen, Hi-Lighter or just outline the disk (s) you want to order. After selecting your order please fill in your Personal details on the order form provided. CUT OUT or Photocopy this advert and Post to the Address above. Hand written orders are also acepted. Cheques & Postal orders make payable to: PD-SOFT. Ordered before please tick the Account box or just fill in your number which was on the previous delivery note.

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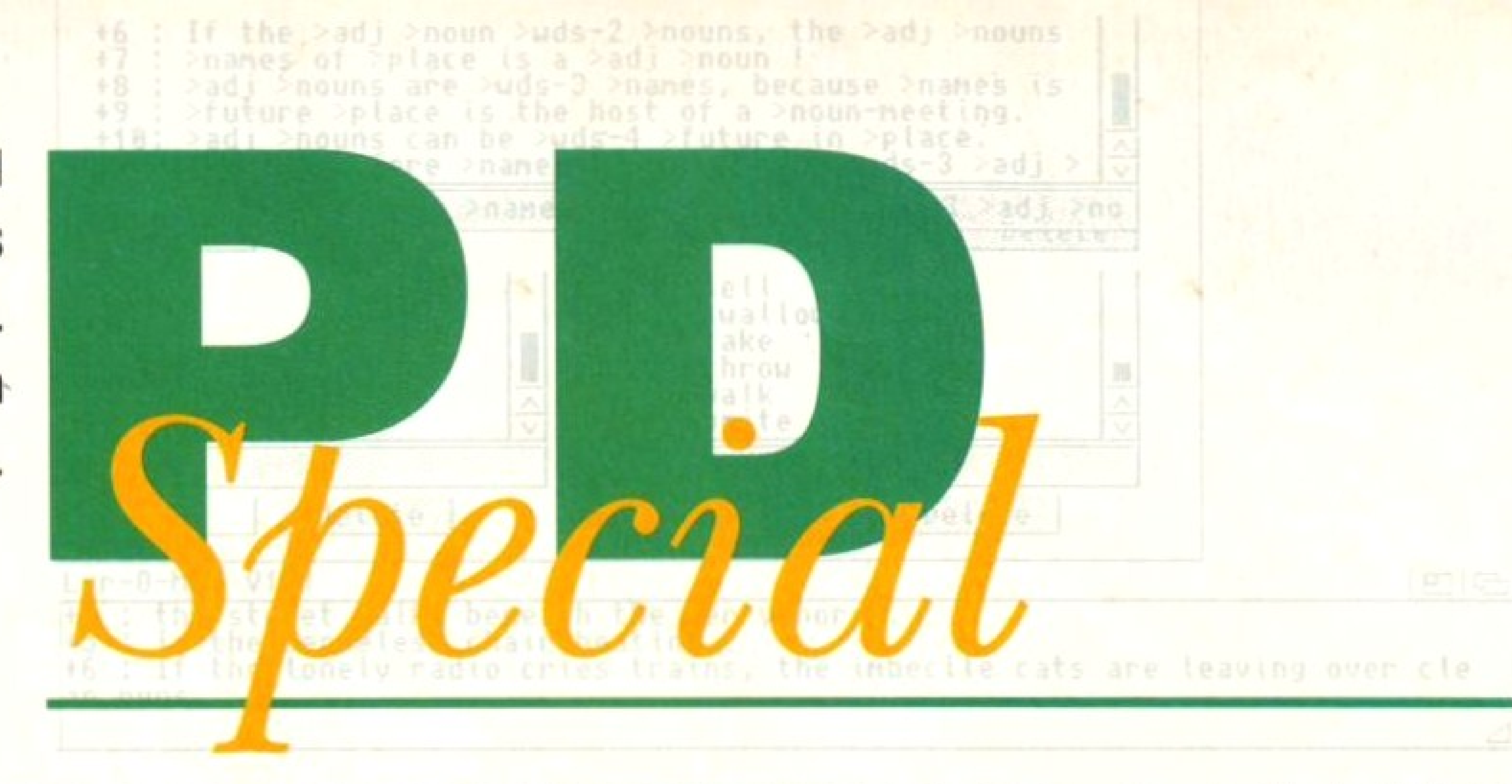
PD-Soft Presents:- Our all NEW Fonts collection. There are 26 disks within this set in two formats Adobe Type 1 or Scalable. Adobe Fonts, Have been test on Final Copy IIb, Page Stream v2.1+ and the Scalable Fonts have been tested on Professional Page v3.0, Page Setter v3.0, Wordwrath 2.0 or better. Both types will work with loads of other Amiga packages that can take the font formats. Please State AD™ for Adob and SC™ for Scalabl. £3.00 Per Disk or £49.99 For all 26 disks.

NEW! For 1993 CD4: Aminet CDROM (£24.99 + £1.00 P&P) Just Released!

The Aminet CDROM contains thousands of Amiga programs from the Aminet Internet Archive. This disc contains nearly 600 megabytes of software. The thousands of applications include GNU programs such as the GNU ANSI C/C++ compiler, the GDB symbolic debugger, GNU Emacs, the Ghostscript previewer, and GNU Chess. There is a huge selection of sound files, and utilities to play them, including Noisetracker and MED modules. This disc contains hundreds of games, including educational games, video and arcade games, strategy games, war games, card games, and word games. The disk contains many modern communication programs and BBS software. The Aminet CDROM is in ISO-9960 format, so you can read this disc from nearly any system, including Amiga and IBM PC, BBS index files are included for popular MSDOS BBS's. This disc is brand new in 1993. Also contains Workbench 2 and Workbench 3.0 sections. Full of software & shareware.

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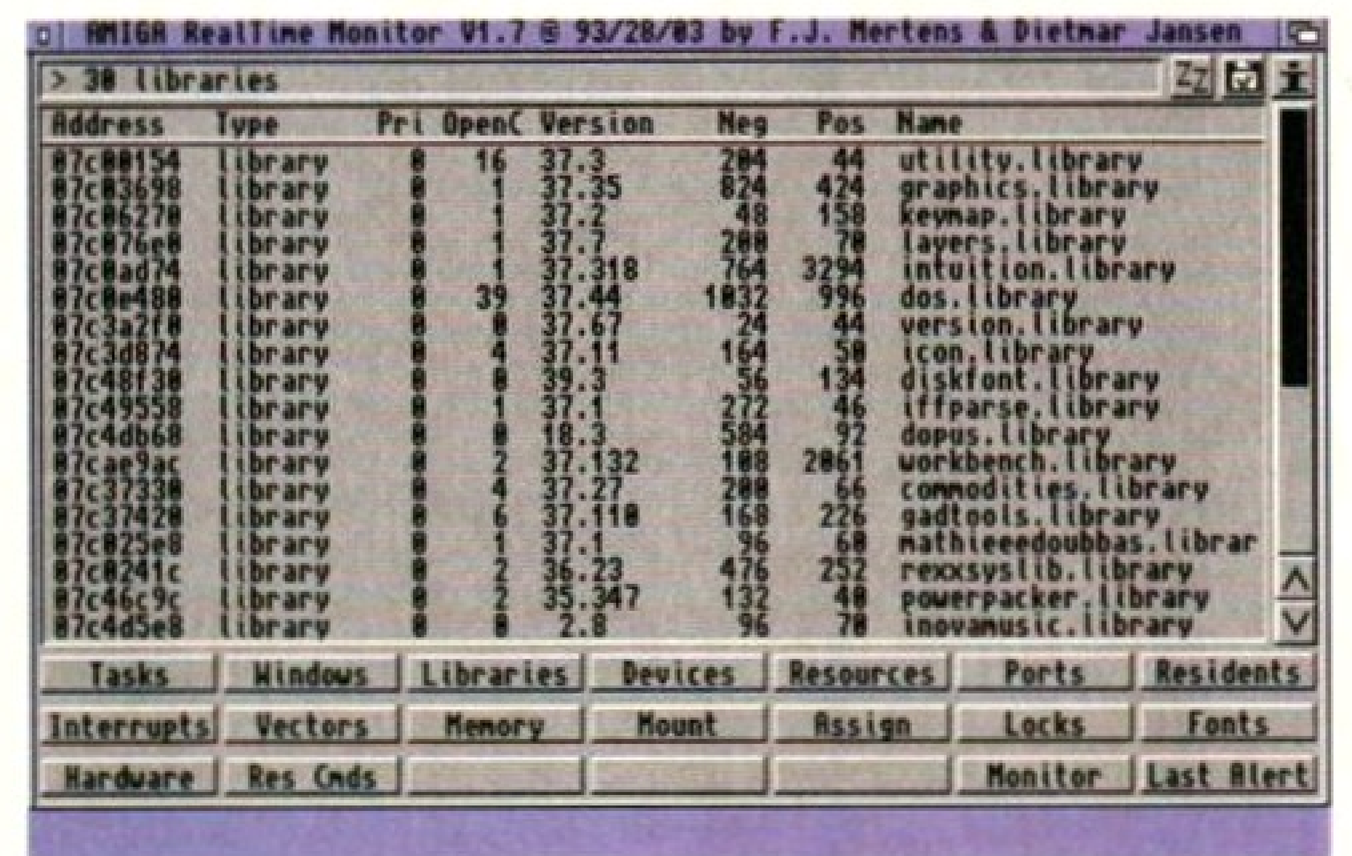
Fred Fish has recently announced that he will be soon moving his noted PD collection on to CD. Richard Baguley spoke to the man himself to find out why...



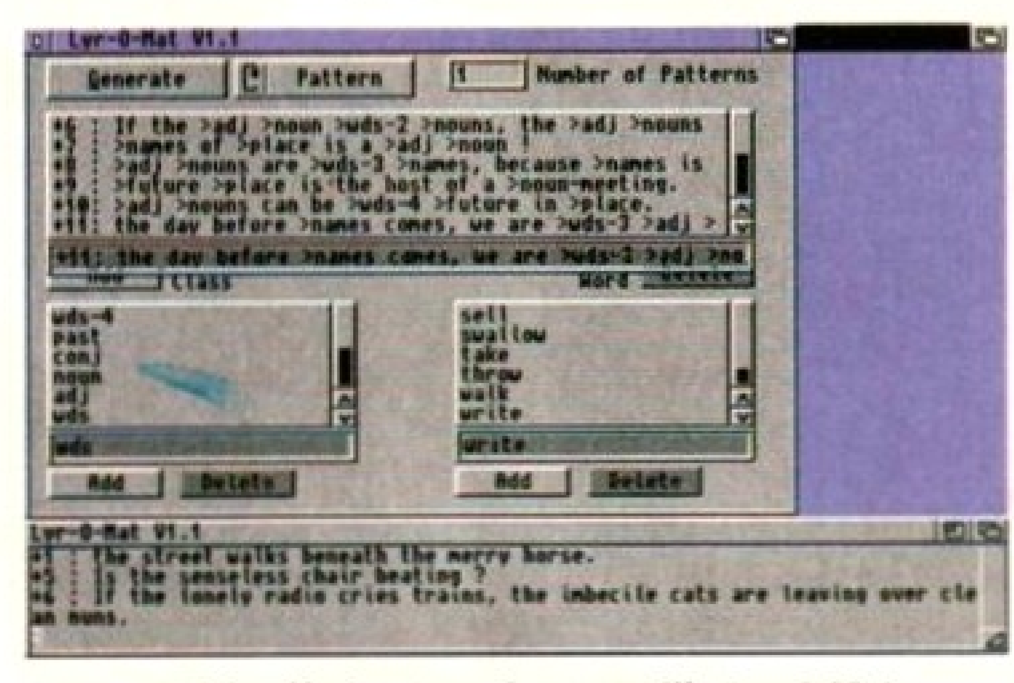
IF YOU WERE to look in the adverts of any PD company, one name would pop up consistently. That name would be Fred Fish. Since the birth of the Amiga in late 1985, he's been producing what many people regard as the best collection of PD programs available for the Amiga. So why did he start the library?

"I didn't really start it with the intention of it being a long-term thing," says Fred. "I just wanted to collect together a few utilities I had and make them available to everybody else, and it just kind of grew from there."

Since then, he's released over 900 disks, averaging around 15 a month. Fred explains how he chooses a program: "Probably around 25 to 50 per cent of the stuff submitted to me makes it to the floppy distribution. When I look at a program, I have to decide if people will find it useful and if it's good enough quality. There are also space constraints, but this should be less of a problem when I'm on to CD."



Recent Fred Fish disks have contained such useful programs as *ARTM*, a fearfully useful program which will tell you exactly what's lurking in the innards of your Amiga (assuming you don't know).



A recent Fish offering was the very silly *Lyr-O-Mat*, which generates random sentences. Highly amusing!

Fred does a lot of juggling compiling 15 disks a month, so he's decided to switch over to producing the library on CD-ROM.

"When I reach disk 1,000 I won't be doing any more floppies. It'll be purely on CD-ROM. The first CD should be ready for release in early October. There will be a monthly CD that has all the new material for that month."

This will be released in two forms: an archived format suitable for use with a BBS and a ready-to-run format. Several tools such as compilers and text readers will also be included every month. But how much new material will each disk include?

"There should be a couple of hundred megabytes of tools, utilities and stuff like that," Fred explains. "The remaining part of the disk will be for the new material submitted that month. Hopefully there will be enough overlap [between disks] to enable users to buy every other disk and still get all of the new material. Once I get to floppy disk 1,000, there will also be a CD available containing all of the disks in the library."

So how much will the CDs cost? "$20, but I'm only going to produce as many as people order, so if people want a particular CD-ROM, they will have to pre-order it. There will be a few extra copies available for people who haven't pre-ordered, and these will cost $30."

The compilation CD-ROM of the first 1,000 disks should be available in February, and will also cost $20 if you order it in advance.

Obviously, you will need a CD-ROM drive in order to access these discs, but you could use a CDTV connected via ParNet (featured on last month's Subscriber Superdisk – see Page 168 for details) to another machine, or get hold of a cheap SCSI CD-ROM drive if you have a SCSI equipped machine. Many Bulletin Boards now have CD-ROM drives attached, and you should be able to download the software from these.

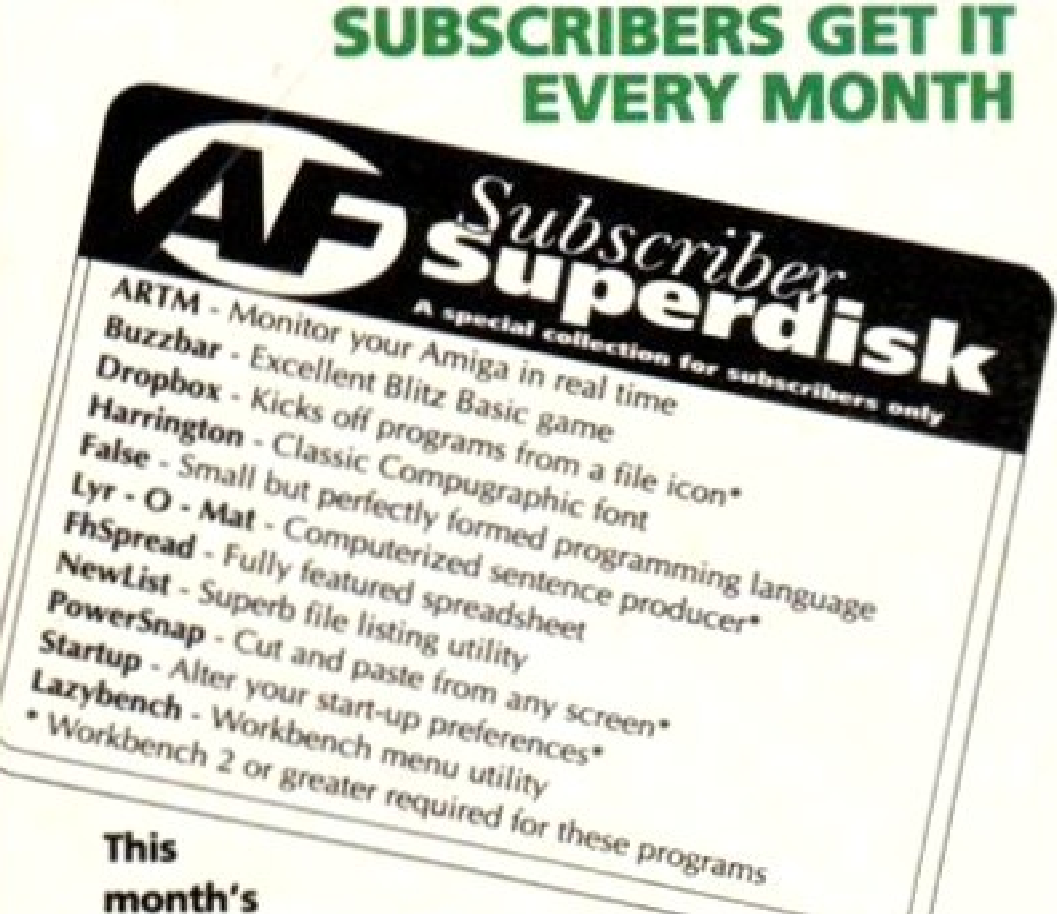
CONTACTING FRED FISH

Fred Fish's CD-ROM discs can be ordered from:

FRED FISH
Amiga Library disks
1835 East Belmont Drive
Tempe, Arizona 85284 USA

Or you can leave E-Mail at this number:
E-Mail : FNF@FISHPOND.CYGNUS.COM

SUBSCRIBERS GET IT EVERY MONTH



This month's Subscriber Superdisk contains 10 excellent programs, and one font. Most of the programs are from Fred Fish disks 880 to 890. There's also a copy of the excellent *Blitz Basic* game *Buzzbar*, and an excellent art deco font called Harrington. See Page 168 now for details on how to subscribe and receive your free Superdisk and monthly newsletter!

PUBLIC DOMAIN JARGON BUSTED

The world of Public Domain is full of confusing terms and names. Here Amiga Format aims to demystify this world, with a guide to common PD terms and names.

PUBLIC DOMAIN – Any software which is in the Public Domain (PD) can be copied and distributed by anybody, as long as no money beyond the cost of providing the disk changes hands, though not necessarily as little as £2, as we said last month (include mail order and staff costs, and many libraries have to charge a little more). There are PD companies that advertise in *Amiga Format*, so read through the adverts. You are also allowed to make copies of PD disks and distribute them to friends yourself, again as long as you don't make a profit.

SHAREWARE – This means that the freely distributable version on the disk is disabled in some way, and the full version can be obtained by sending a small sum to the software's author. Some people distribute the full version, but with the proviso that if you use the program regularly, you should send them a small registration fee. There's no way for the author to force you to do this, but you are morally (and legally) obliged.

LICENCEWARE – Somewhere between PD and commercial programs, in that you are not allowed to distribute it, but it doesn't cost very much. A Licenceware disk will cost you under a fiver, but as a rule the quality of the programs are much higher than many Public Domain programs.

FREEWARE – Totally unrestricted, copyable PD.

VIRUS FREE PD, 31 Faringdon Rd, Swindon, Wilts. Tel: 0793 432176

NEW TITLES

- +3410 LOCKPICK2^ WOW! This program comes supplied with a list of over 400 of the latest games available and can remove password protection, disk copy protection or simply copy original as seen. This is the ultimate backup tool. Get it now...
- +3411 TITANICS CHEATS^ Over 4 hundred cheats for games.
- +3139 STARWARS II^ 2 meg anim A re-vamp of a Tobias anim
- +3140 BATTLE OF BRITAIN^ anims
- +3141 WBASE 1.31^
- +3142-2 RED SECTOR "time zone"
- +3144 CDTV MUSIC MEMO^
- +3145 SPACEDOUT II^ MUSIC
- +3146 ERIK THE WARRIOR^ Very similar to Gauntlet.
- +3147 FURMYRE^ shoot 'em up
- +3148 TOGGLE CLICK ++^ Stops your drive clicking on A600 & the new Amiga 1200
- +3150 TOOLS FANTASIA^
- +3155 X-KOPIA v6.5^ disk copier Quite possibly the most powerful PD copier available, features various copy-modes (not in English)
- +3412-4 QUALITY Time 5meg 4disks
- 3416 KILL AGA V2^ latest version
- +3417 BAD FORMAT^ hides bad tracks on floppy disks so you can still use the disks
- 3418 NFA A1200 TOOLS^^
- 3419-2 FIT CHICKS^^ (2 disks) excellent collection of girly pictures for A1200 only
- +3334-2 Scenery Animator anim^ 2d
- +3336 FRACSCAPE V1.0^
- +3337 RPG ADVENTURE creator^
- +3339 AMIGA BEGINNERS guide^
- +3340 CASH FRUIT^
- +3342 Escape from a very large cave^
- +3345 CASTLE NOMIS^
- +3346 AMOS PRO UPDATE 1.12^
- +3129-3 NEW BATMAN Anim ^3 disks
- +3132 CRAZEE GLOO^ 3 part anim
- +3133-5 DUNCS Back^ 5 disks (4meg)
- +3138 LIBERATOR GAME^ Great shoot 'em up action
- +3151 TEST ENGINE V4.0^
- +3153 WB3 SCREENS^^
- +3155 X-KOPIA V6.5^
- +3156 WORLD GEOGRAPHY^
- +3159-2 QL EMULATOR 2 disks^
- +3161 SLEEPLESS NIGHTS 3^^ A collection of utilities that work on the new A1200
- +3162 "WORLD OF COMMODORE"^ An amazing piece of coding, WOW
- +3164 Extreme VIOLENCE game^
- +3165 RAGING HOREMONE II^

RED SECTOR DEMO MAKER
FOR THE A1200 & A500 + with 2 Meg
Create stunning demo's /mega demos with this extremely powerful demo maker, make professional looking intros for your disk. It's easy to use & it's PD
Order ref: ☐ 3360

- +3167 GIF GRAPHICS SHOW^
- +3169 BOMB JACKY GAME^
- +3170 SAS UTILITY Collection 2^^
- +3175 UCHESS^^ (AGA only) A great new chess game only for the A1200/A4000, amazing graphics. It does however require 4 meg of RAM
- +3182-12 Professional C MANUAL^ The latest version of the C manual the whole package comes on a total of 12 disks, which includes full documentation.
- -3252 SPACE BALLS 1.3 Very popular rave demo
- 3254 DATA ANALYST program^
- +3256 V-MORPH 2b^ Super duper morphing utility
- +3257 LAST WILL & Testament^ Write your own will!
- +3240 THE FIREWORK alphabet^ A terrific educational title for kids
- +3256 FREE PAINT REVISION 37^ Polished Dpaint clone
- +3121 NUMPAD FOR A600 Numpad is a great new utility for the A600. It makes your Amiga think it's got a numeric keypad.
- 3422 RETINA BURN RAVE^^ Brilliant new A1120 rave demo
- 3423-2 AGA SLIDESHOW^^ 2 disks
- 3425 FREAKS BODY SHOP^^ A small selection of A1200 girl piccies
- +3426 BAIT MASKING^ New Eric Schwartz animation
- +3427 HARD DISK UTILITIES^ A collection of utilities for HD users
- 3436 JPEG UTILS^^
- +3462 STARIANS^ Amazing new PD shoot 'em up cum platform game
- +3463 THE DISK MAG ISSUE 1^
- +3464 UNDER COVER^ BRILL ! Contains some really great sound tracks and our favorite "The jack that house built"

HARD DRIVE UTILITIES
Essential for the hard disk user. Includes backup tools, disk fixer, file copier and numerous other tools
Order a copy now ref: ☐ 3427

JUST IN...

- +3590-3 TOOL MANAGER 2^ (3 DISKS) New version of this very popular Workbench management system.
- +3593 DISK SALVE 2^ retrieve damaged files, deleted files, currupt hard disks and floppy disks. Essential.

JUST IN

- +3535 DICE COMPILER^
- +3539 SUPER DARK^ Over 30 different screen blankers, similar to After dark on the Mac/PC
- +3548 TECHNOPOBIA MUSIC^
- +3549 LSD TOOLS 112^ Inc STD CODE type in the code and the town name will come up
- +3550 LSD TOOLS 113^ INC SAFE II Brilliant new disk copier, Very easy to use. Features around 10 different copy modes
- +3552 LSD TOOLS 116^ ARESTURE 2.03 Undelete files
- +3553 LSD TOOLS 119^ Inc E & Random Quoter every time you boot your hard disk a different message comes up.
- +3554 LSD TOOLS 120^ Run Lame AGA & PCTASK 2.03
- +3555 TALENT MEGA DEMO^
- 3556 PANTARHEI (AGA)^^ Amazing new A1200 mega demo
- +3557 SPACE INVASION^ fast new version of space invaders
- +3559 POOLS WIZARD JNR^
- +3560 KIDS DISK 2^ Includes 3 new Kiddies games, featuring a great kids music maker
- +3562 MUSIC BASE UTILITY^ Store your record/video collection.
- +3563 ROAD TO HELL GAME^ Very very addictive new top view race game for up to 2 players
- +3564 SPECCY EMULATOR 1.7^
- +3565 MUGSY HIRED HOOD^
- +3566-2 HIS MASTERS NOISE^ Contains heaps of music tracks
- +3568 Quick grab 1.1 & screenx 2.1^
- +3569 MICRO MARKET GAME^ Run the stock market, from your own home, and without losing any money.
- +3570 RUMMY^ the card game
- +3571 WILLY WORM^ up to date snake game
- +3572 SIMON^ Remember Simon Says, Electronic game. This is it.

PRINTERS

- +3350 STAR PRINTER DRIVERS^ A collection of printer drivers for the range of Star printers including 9 & 24 pin mono/colour & Bubblejet
- +3351 PANASONIC DRIVERS^ Supports 9 pin & 24 pin printers
- +3421 PROFESSIONAL DRIVERS^ A selection of printer drivers for the more professional user, ie: Laser, HP etc Like all our driver disks, easy to install.
- +3352 CITIZEN DRIVERS^ Enhance the quality of your print with the drivers on this disk
- +3353 CANON DRIVERS^ Essentially for the BJ series of Canon printers, including the new BJ10sx & the classic BJ10ex
- +3408 HP550C PRINTER DRIVER^ At last a driver for the HP550C
- +3409 SEIKOSHA DRIVERS^ For 9 pin & 24 pin printers
- +3390 HP PRINTER DRIVERS^ A miscellaneous collection of HP drivers, including the 500 & 500c
- +3033 DYNAMITE DRIVERS^ A huge collection of nearly 100 different drivers, if you've got a weird printer you'll most likely find a weird driver to match on this disk.

JUST IN
PANTA RHEI AGA
Brand new A1200 only mega demo
Contains Amazing graphics & colours, fast paced. Not to be missed
Order ref ☐ 3556

A1200/A4000

WHEN ORDERING ASK FOR AN A1200 PD LIST

- 3432 ACTION REPLAY MKIV Rip graphics, sound, music, give yourself infinite lives, change the game graphics freeze your game and save it out, and more
- 3428 ANDY'S WB3 UTILS Probably the best A1200 compilation
- 3288 A1200 VIRUS KILLERS Virus protection without infection
- 3433 PC TASK V2 (AGA) run PC VGA software on your Amiga, needs MSDOS, available separately @ £5.50
- 3422 RETINA BURN A1200 version Lovely rave demo for A1200... wow
- 3467 PPSHOW30A display AGA Powerpacked pictures
- 3465-2 SPECTRUM Emulator 10.6 Very fast A1200 speccy emulator, includes a few old speccy classics
- 3429 PLASMA CLOUDS 256 lovely plasma effects in glorious 256 colours
- 3500 HDMEM make your computer use your hard disk as virtual memory, if you've got an 80meg HD have 80ram. Requires FPU, MMU etc
- TEAMHIOS 2 AGA MEGADEMO Fantastic new AGA mega demo.. wow!

31/2" DISKS
A box of 10 branded diskettes for only
£4.95*
*With any purchase of PD disks

NEW TITLES

- +3086 VIEW 3.2 (ANIM PLAYER)^ Well up to date anim player, even plays HAME
- +3087-2 JESUS ON E'S (2 disks) WOW factor of 10, over 20 mins
- +3088-3 THE AD (3 disk anim) (3 meg)
- +3093-2 Sounds of Science (2 disks)^
- +3094-2 ROAD HOG (2 disks)^
- +3095-2 TOTAL CHAOS Music (2D)
- +3096 BADBOYZ AGA art disk 1^^
- +3106 MIX ONE EP^
- +3107-2 FEEL LISTEN CARE EP^
- +3111 OUTERIM (Melenium 2.2)^
- +3112 ADDRESS PRINT v3^ Useful address printing utility
- +3114-2 UNLIMITED "get ready"^
- +3116 ZINGER GAME^
- +3117 Tales of a time traveler^ disk 1 3 megabyte comical animation
- +3195 WFILE^ (ascii transferer)^
- +3196 VIRUS Z V2.27^
- +3197 ABACKUP V2.00^
- 3198 NTSC/PAL SWITCHER++^
- +3200 BOOT JOB^
- +3203 THRUST^
- +3205 BOOTX 5.23++^
- +3206 MORIA V5.4^
- +3207 ASSORTED UTILITIES^
- 3208 VIEWTEK V1.02 ^^
- 3209 WB3 RAINBOW ^^
- +3210 NEWPOP^
- 3211-5 Weird Science (5 disks) ^^
- 3216-9 AGA IMAGES (9 disks) ^^
- 3225-6 Super HAM PICS (6 DISKS) ^^
- +3231 TRONI-CAD
- +3261-5 HINTS & CHEATS^ 5 disks
- +3266 FAST INTRO MAKER V1.0^
- +3267 GIGA-TETRIS^ Polished Tetris clone
- +3268 IRON CLADS^ DISK A
- +3269 IRON CLADS^ DISK B
- +3270 RE-ORG V2.33^
- 3271 GIF DATATYPE^^ (WB3) Put in workbench 3 Datatypes.
- +3272 DIGITAL ILLUSIONS V1.0^
- +3273 SAMPLE FACTORY VOL.1^
- +3122 ATOMS^ Weird game
- +3123 PAY ADVICE ANALYSER^ Useful program for keeping track of pay, tax, & NI.
- +3125 T.A.C.K.^ V1.2 The Animation Construction Kit
- +3128 MATCH STICK MAN^
- +3290 NEW AMOS GAMES^
- +3292 Ultimate Cheats & solutions^
- +3299 CLUB MIX 3
- 3300 ACTION REPLAY for A600
- 3304 WB3 HACKS^^
- +3308 AMOS FRUIT MACHINE II^
- +3309 ASI MULTIVISION^
- +3310 CLUEDO^
- +3311 FILE-O-FAX
- +3322 TOP OF THE LEAGUE^
- +3324 ASTEROIDS '92^
- +3326 CHINESE CHECKERS
- +3329 ABASE V1.35 (BRILL)
- +3391-2 ADOVE FONTS^
- +3393 CG FONTS^
- +3394 JOYSTICK TESTER^
- +3395 INTERACTIVE dance trash^
- +3396 SANITY JESTERDAY^
- +3397 JELLY "global chaos"^ rave demo, great music.
- +3398 HEADLINE "black energy"^
- +3399 FREESTYLE "PERFECT 5"^
- +3400 COMPLEX "DELIRIUM"^
- +3401 PIECE O MIND^
- +3402 Andromeda "point break"^
- 3403 MORE WB3 HACKS^^
- +3404 CHILDREN'S favourites^ Nursery rhymes for children
- 3405 WINBLENDER^^
- +3407 EXCEL DATABASE^
- +3408 HP550C PRINTER DRIVER^
- +3455 GNU CHESS^
- +3456 FRUIT PANIC^ Pacman clone with a difference
- +3457 VECTOR STORM^ Brill new Tempest clone, very fast...
- +3458 ARTILLERUS^
- +3459 BAGITMAN^ Excellent Platform game
- +3460 AZTEC CHALLENGE^ A blast from the past
- +3461 MEGABALL 2.1^

UTILITIES

- +3336 FRACSCAPE V1.0^ Create with ease Vista type backdrops
- +3346 Amos Pro update v1.12^ Upgrade your Amos Pro so you can use the Amos compiler and Amos 3D
- +3311 FILE-O-FAX^ Sort your life
- +3309 ASI MULTIVISION^ A huge collection of very useful graphics tools, including rippers
- +3301 BETTER BENCH^ New WB replacement
- +3288 A1200 VIRUS KILLERS^^ A selection of virus killer that work on the new A1200
- 3295 SYS INFO 3.11 FOR A1200 Test the performance of your new A1200 or A4000
- +2934 FREE COPY 1.8^
- 2879 ATARI ST EMULATOR (++)
- +0659-4 ESSENTIAL UTILITIES A four disk collection of essential tools, including Virus killers, directory tools, text editors,bootblock tools etc

IF YOU CAN'T SEE WHAT YOU WANT, GIVE US A CALL

UTILITIES

- +1547 ADVENTURE WRITER^
- +2919 RE-ORG23^ A powerful hard disk optimizer
- +2927 MULTIDOS 1.12^ Great file transfer
- +3155 X-KOPIA^
- +2409 203 UTILITIES (++) A huge collection of 203 utilities WOW
- +3151 TEXT ENGINE 4^
- +3272 DIGITAL ILLUSIONS V1.0^
- +1999 AMIGA FOX DTP^
- +1938 600 BUSINESS LETTERS^ A collection of 600 pre-written business letters
- +3236 V-MORPH^ Complete Morphing package
- +2420 NCOMM V2.0^ Very popular Comms package
- +2635 ESSENTIAL UTILITIES 4
- -2897 KICK STAR2 EMULATOR
- 3148 TOGGLE CLICK FOR A1200
- +2699 EDWORD V2.2 A very competitive word processor
- +2698 VIDEO EDITORS KIT
- +2701 SHOWGIF & IFF2GIF
- 3255 VIEWTEK 1.03^^ An essential purchase for you to display the A1200 AGA graphics
- +2700 SURFACE PLOT^
- +3258-2 LYUPUNOVIA (2 disks)^
- +3347 EXTERMINS^

WORKBENCH

- WB1.3 WORKBENCH 1.3 £3.50 Replacement workbench for the A500
- WB2.04 WORKBENCH 2.04 £3.50 Replacement copy of WB for A500+
- WB2.05 WORKBENCH 2.05 £3.50 Replacement for A600
- WB3.00 WORKBENCH 3.00 £3.50 Replacement for the new A1200

All WB disks are subject to availability

ACTION REPLAY 4
An **Amiga 1200** title only.
Allows you to rip graphics, give yourself infinite lives, Rip music and sound fx, Freeze your game, save your position & more.
Only £3.00. **Order ref: ☐ 3432**

CLIP ART

- ART1-2 WEDDINGS (2 disks)
- ART14 ANIMALS
- ART24 WACKY
- ART26-2 BANNERS (2 disks)
- ART34-2 TEDDY BEARS (2 disks)
- ART22 SEA LIFE
- ART9 OFFICE
- ART7-2 KIDS (2 disks)
- ART76-2 PREHISTORIC (2 disks)

JUST IN...

- 3501 TEAM HOIS AGA DEMO 2^^ Fantastic new AGA only demo features some really amazing 256 colour plasma effects..shows off the A1200
- +3494 MAVERICK COPIER^ Another new parameter copier, removes protection from various games
- ++3496 IFF BOOT^ displays a picture whilst your hard disk boots up, a bit like the PC Windows package does
- +3357-2 KEFRENS Desert Dreams^ Fantastic new demo by Kefrens (2 disks)
- +3359 SANITY INTERFERENCE^
- 3360 NEW RSI DEMO MAKER^ Modified disk, so it now works on A500+ & A1200 the best demo maker available
- +3361 THE GATHERING GFX^ Amazing hand drawn pictures
- +3367 AMIGA E^ V2.1 New programming language
- +3372 ADDRESS PRINT 3.1^
- 3375 DOS DRIVERS (++^) Kickstart 1.3 & Kickstart 3 on disk...
- +3376 ASTRO 22 V3^
- +3377 NEW SOLITAIRE^ Great new shareware card game by Tower Software. Love it
- +3382 LSD LEGAL TOOLS #89^ Superb collection of utilities
- +3431 TECHNOLOGICAL death^ If you liked Spaceballs you'll love this it's a really great new mega demo. WOW
- +3434 NCOMM V3^ communications
- 3435 DEVWARE JPEG UTILS^^ A Collection of Jpeg utilities
- +3516 BLOAD RUNNER^ a classic
- +3517 PATIENCE^ the card game
- +3517 PATIENCE^ the card game
- +3520 REBOUND^ futuristic bat & ball
- +3522 ACCOUNT MASTER
- +3523-3 AMATEUR RADIO^ 3 disks
- +3526 COLOUR AIRCRAFT ART^
- +3527 REVELATIONS^ Outstanding hand drawn pictures, includes a few naughty pictures, but they're fantastic!
- +3528 POST + PS FONTS^
- 3530 QUICK GRAB AGA^^ rip Jpeg PCX, GIF pictures & save them as IFF
- +3532 GAME TAMER 4.01^ cheats!!
- +3533 FONT FARM 3^ 50 great fonts
- +3538 ERROR INFO V2^ gives you a list of all Amiga error codes & their meanings

A1200 PUBLIC DOMAIN
If you own an Amiga 1200 or 4000 ask for our A1200 PD list, it gives details of all our AGA PD software, we have over seventy A1200 PD disks including demo's, a few games, and loads of utils
☐ A1200 PD LIST

Latest & Greatest

- +3155 X-KOPIA V6.5^
- +3410 LOCK PICK 2 is a fantastic new disk copier that can actually remove any games. Over 400 games listed
- +2997 IBM EMULATOR WB2
- +3310 CLUEDO^
- +3032 FANCY DISK LABLER
- +3046 WONDERLAND
- +3058 SPACEBALLS+^
- +3194 ENGINEERS KIT^
- 3432 ACTION REPLAY IV A1200
- +3090 THE HAUNTED (8 DISKS)^
- +2934 FREE COPY 1.8^
- +3434 PC TASK V2 Excellent new PC emulator. If you have an A1200 you can even run PC VGA software
- -2605 THE NIB V2.0 "UPDATE"
- +2968 HELL ZONE
- +3121 NUMPAD FOR A600
- +3199 OCTAMED 4B^
- 3467 PPSHOW 3.0a Displays AGA powerpacked picture files
- +2524 SUPER POWER PACKERS
- +2474 BANKN & CLERK^
- +3197 ABACKUP^
- +2303 KIDS PAINT^
- +2361 TYPING TUTOR^
- +2357 DISK REPAIRERS
- +2409 203 UTILITIES^

DIAGNOSTICS

- +3378 AIBB V5^
- +3295 SYS INFO 3.11^
- +3194 ENGINEERS KIT^
- +2357 DISK REPAIRERS^
- + AMIGA DIAGNOSTICS^
- +3347 EXTERMINS^ Virus killers
- +3201 UNDELETE^ get back deleted files from your disk
- +3394 JOYSTICK TESTER^ great little joystick testing program

TETRIS GAMES

OK on all Amiga's

TET01	TETREN	
TET02	SUPER TWINTRIS	
TET03	TRITRIS 3 players	
TET04	CLI-TRIS	
TET05	DIGITAL TETRIS (NEW)	
TET06	A1200 TETRIS (NEW)	
TET07	TETRIS PRO (NEW)	
TET08	GAMEBOY TETRIS	
TET09	LETTRIX	
TET10	KLAKTRIS	
TET11	DIZZY DIAMONDS (NEW)	
TET12	AMIGA COLUMNS	
TET13	GIGA TETRIS for 500+	
TET14	SHAPES	
TET15	TETRIX	
TET16	TETRIS METALICA	
TET17	AVATRIS	
TET18	D-TRIS	
TET19	TETRIS 2 The original	
TET20	SUPER BLOCK OUT	
TET21	WELLTRIX	
TET22	DR MARIO Mario Bros ?	
TET23	TETRA COPY	
TET24	COLOURS	
TET25	CUBUS 3D version of Tetris	

A1200

Essential for A1200 owners
A1200 DEGRADERS DISK
Includes:
>**FAKE FAST MEM** gives you 512k chip memory & 1 5meg fast memory
>**THE DEGRADER** turn off memory and cpu,drives, caches etc
>**RELO KICK** 1.3 turns your A1200 into a 500 allows you to run old games
>**KILL AGA V2** turns off your AGA chip set to give greater compatibility
>**HELPFUL HINTS** brief quick start instructions Order ref: ☐ 3356
ALL ON ONE DISK @ JUST £3.00
SELF BOOTING DISK. EASY TO USE

WORD FINDER+

☐ **CLU08** Powerful crossword & anagram solver, with a dictionary of over 40,000 words. 2 disk set **only £4.50**

Compatibility Chart
- = Kickstart 1.3
- + = Kickstart 1.3 & 2.xx (A500+/A600)
- ++ = Kickstart 2.xx
- ^ = also works on Kickstart 3 machines
- ^^ = Kickstart 3 machines only (AGA)

>To ensure full compatibility on A1200 order a copy of Kick 1.3

GAMES

- +3345 CASTLE NOMIS^ Run of the mill Dungeon Master clone
- +2822 THINK TWICE^ Very good mastermind clone
- +2811 HEMERIODS Brilliant arcade conversion of the Asteriods game
- +3045 MOTHER LOAD^ is the Amiga version of Load Runner
- +3025 SPACE INVADERS II (^) Great new version of the classic Invaders
- +2884 SUPER QUIZ
- +2900 GRAY SLAYER
- +2820 PETER'S QUEST 20 level platform game
- +3303 SLAMBALL^ football manager
- +3285 VENUS INVADERS^ Excellent new version of space invaders
- +3531 PREMIERE PICKS^ Great new update of this management game
- +3515 GIDDY^ Very addictive & cute Platform game
- +3518 MONACO^ Race, race, race
- +3519 FRUIT SALAD^ Smart looking platform game. Don't miss it
- +3337 RPG ADVENTURE maker^
- +3338 SILVER BLADE^ Run of the mill shoot 'em up.
- +3340 CASH FRUIT^ new fruit machine simulator
- +2838 CYBERTEK GAMES Vol. 1 Compilation of games, great
- +3342-2 OLEMPIAD^ (2 disks) Play Decathlon but with Lemmings
- +2824 MENTAL IMAGE GAMES 1
- +3283 PSYCHO SANTA^ Take control of a Psychotic santa
- +3308 FRUIT MACHINE II^
- +2830 BALOONACY^ Bomb blitz type of game
- +2990 BOUNCE N BLAST Addictive Mario type game
- +3282 ELEVATION^ Very addictive platform game
- +3281 CAR WARS^
- +2831 LAME ST PORTS Atari st game port overs
- +3324 ASTEROIDS '92^ Very nice Asteroids game
- +3280 SPLASH^ Is Battleships
- -2833 SHOOT 'EM UP'S Vol 1 Compilation of shoot 'em up's-great
- +3310 CLUEDO^ Amiga version of the classic board game
- +2895 DOMINOES
- +3276 ARENA^ Beat'em up
- +2836 KAMAKAZI CHESS
- +2881 Invaders from space Nice space invaders game
- ^3275 OUCH!^ Belt the moles on the head with a mallet
- +2843 FULL HOUSE POKER The best poker game available
- +3326 CHINESE CHECKERS^
- +3274 CASTLE KUMQUAT^ Addictive new platformer
- +3045 MARIO'S WONDERLAND^ Fast paced Mario platformer clone
- +2901 THE HACKER Simulator
- +3490 SPACE CLEANER^ Cheapy shoot 'em up
- +3491 SUPER PRIX^ good top view racing game
- +3485 BOND MINE 12^
- +3469 THE RIGHT WAY^ A great new lemmings clone
- +3471 GRAND PRIX MANAGER^ Management game, buy & sell etc
- +3468 AIR PORT^ air traffic control

SAFE II^
Powerful new disk copier with extensive copy options
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TEAM 17

F1 CHALLENGE	£9.99
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PROJECT X new version	£11.99
SUPER FROG	£18.99
ASSASSIN* new version	£11.99
BODY BLOWS enhanced	£18.99
OVERDRIVE*	£19.99
BODY BLOWS 2* (A1200)	£19.99
ALIEN BREED 2* (A1200)	£19.99

FREE QUICKJOY JOYSTICK
We are giving away hundreds of free joysticks throughout November. All you need to do is simply place an order of 15 or more disks, and we'll send you a free joystick
☐ FREE JOYSTICK REQUIRED
*Whilst stocks last

Priority Order Form (AF)

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Payment method
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Total disks ordered Total price: £
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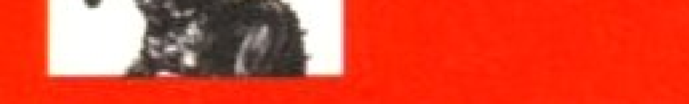
1 Single disk	£3.00	2-5 disks	£2.00 each
6-10 disks	£1.75 each	11-20 disks	£1.50 each
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To place an order over the phone simply call any time between 9.30 & 5.30pm Monday to Saturday with your credit card details and the disks you would like to order.

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The innovators

THE BEST SELECTION OF PD IN THE UK !

GAMES

PG003 AIR WARRIOR Good flight Sim + (not A600!)
PG006 ANTEP & SLOT CARS role playing game+ Y
PG021 ATIC ATAC Really playable game! + Y
PG023 BATTLEFORCE strategy war game!
PG024 BLACKJACK A good card game! +
PG026 CASTLE OF DOOM Excellent! Get it + Y
PG028 COLOSSUS & WORLD Fab adventures !+ Y
PG031 DARKSTAFF Spec emulated text adventure!+
PG032 DRAGONS CAVE D&D style game Mega+ Y
PG034 ETERNAL ROME Strategy & DOMINOES+ Y
PG046 HACK Great text adventure-infocom style! +Y
PG047 HOLLYWOOD TRIVIA Nice Trivia Game! +
PG048 HOLY GRAIL One of the best Text adventures+ Y
PG053 LARN A superb text adventure game + Y
PG059 LORE OF CONQUEST space trading D&D game Y
PG062 MENTAL IMAGE 1 Gridrunner invaders & rebound+
PG063 MORIA Classic adventure now version 5.4! +Y
PG064 NAPOLEONIC WAR SIMULATOR A strategy game!
PG068 NO MANS LAND Hi tech war game-shoot em up. +Y
PG070 PETER'S QUEST Rescue the maiden platform!+
PG071 POM POM GUNNER Like beach-head on the 64+Y
PG072 PROPERTY MARKET Become a millionaire !!!
PG073 RAPHAELS REVENGE Turtle game in SEUCK!+
PG074 RETURN TO EARTH Elite space trading game! +Y
PG076 SEVEN TILES Speedball type game-MEGA!
PG079 SEALANCE A submarine strategy game +Y
PG101 THE INSIDERS CLUB Stocks & shares game
PG121 A500+ GAMES PACK 21 games to run on a plus+Y
PG127 AIRMANIA Super platform game from Addware + Y
PG128 CHEAT WORKS Stacks of new cheats.
PG129 PUGGLES Brilliant Q*Bert game!
PG131 ATLANTIS A nice looking strategy game!+
PG138 BATTLE OF BRITAIN & WAR strategy War games!
PG139 DUNGEONS OF MADROJ Excellent D&D game+Y
PG140 MIND GAMES Stacks of fun with this!
PG149 A NIGHT AT THE TOWN Witty text adventure!+
PG153 WAR very good strategy/arcade game+Y
PG154 NUMPTY & ALIEN INVADERS Manic miner type game
PG159 MR BRICK Great mario type collect coins game!
PG164 GAME TAMER 2.3 joystick tester & 268 cheats!+
PG165 SOLID SQUAD Nice little driving game!
PG168 WHATSITSNAME Great new puzzle game just in.
PG174 AMOS CRICKET Shareware cricket game,1 or 2plr+
PG175 SPACETRAX 2 player shoot each other up game+Y
PG178 MENTAL IMAGE 2 Three Excellent new games +
PG180 SECTOR 1 A nice game similar to Alien Breed+
PG182 ETHOS Simple graphical adventue Sinbad style+Y
PG183 CATACOOMBS great D&D style game. VG.GFX +Y
PG184 FATAL MISSION Very good Shootemup game +
PG185 ARAZMAX Similar to the game Microbes. Good +
PG190 TOP SECRET An exellent quality platform game!+
PG191 ACT OF WAR New space strategy game! +Y
PG194 INTRUDER ALERT Very good strategy game!
PG199 CASHFRUIT Nice fruit machine game! +Y
PG200 ALL ROUNDER CRICKET New cricket game!+Y
PG202/3 IRON CLADS Good strategic war game!(2)Y
PG205 SOCCER CARDS Football managing game!+Y
PG218/9 CLASH OF THE EMPIRES Super strategy!+ Y
PG226 3D GAMES 3 games done in 3d construction+Y
PG247 PICTURE TILES Nice picture puzzle game + Y
PG255 KINGDOM AT WAR Nice strategy war game!+Y
PG256 LCD DREAMS 4 small LCD games! +Y
PG257 THE FUNHOUSE Enigma,Thundertron & a slide!+Y
PG258 AGA TETRIS 1200 tetris game & more! Y
PG259 PICTURE PUZZLE Solve picture jigsaws!+Y
PG260/1 18TH HOLE A nice golf game! (2) +Y
PG262 AGA CHESS Needs 4mg of ram to play! AGA ONLY.
PG264 SOLITAIRE SAMPLER Nice new game! +Y
PG265 WIBBLE WORLD GIDDY Fab platform game! +Y
PG266 BOX ADVENTURE Nice shareware adventure+Y
PG267 SLAMBALL V1.1 Futuristic Management sim! +Y
PG268 SLIDE SQUARES Nice sliding puzzles. +Y
PG269 GUSH This is a pipeline type game! +Y
PG270 THEY CAME FROM OUTER SPACE invaders+Y
PG272 MAYHEM 2 Multiplayer manic maze game! +Y
PG273 MUGSIE Money making gangster adventure!+Y
PG274 ROULETTE & PUNTO 2 nice games (not 1.3)+Y
PG275 BLITZ GAMES Worm Buzzbar Speed+ Insectoids+Y
PG276 SKIDMARKS Amazing driving game,very fast!+Y
PG277 ZOMBIE APOCALYPE & DEFENDER 2 fab games+Y
PG278 BILLY BURGLAR Just try & escape the spotlight+Y
PG279/80 OLYMPIAD 2 disk Lemming olympic events(2)+Y
PG281 CAVEFLIGHT Simple dodge the obstacles game+Y

ASSASSINS GAMES PACKS!

The best selection of PD games ever assembled anywhere now all autoboot on A1200! (though not all games will run)Something for everyone!

ASI 1 Tanx, Rollerpede, Avatris Amigoids etc!+
ASI 2 Invaders,Bally 2,Missile command etc!+Y
ASI 3 Megaball & Drip Superb gamepack! +Y
ASI 4 Frogger Go Moku,Cracker Jumpy etc!+
ASI 5 Raid, Go Looly & Retaliator+Y
ASI 6 Pacman Downhillchallenge Welltrix etc!+
ASI 7 Moonbase, Trix,Nightworks Clauderunner!+
ASI 8 Airace2,Hball,Snakepit & Numberfumbler!+Y
ASI 9 Features Battle pong & Blizzard! + Y
ASI 10 Escape, Pipeline, Pickout & Sys!+
ASI 11 Dad, Connex,Reversi Towers & Trippin+
ASI 12 Llamatron, Car, Powerpong, XFI, Fab!!+
ASI 13 Twintris, Squamble,Block it,Ball etc!+
ASI 14 ChinaChallenge2 & Amiga Columns!+Y
ASI 15 Battlecars Lettrix & Mambamove!Y
ASI 16 Wastelands, Mission X,Dellemna,Pacman +Y
ASI 17 Tomcat, Defenda, Jetman Bugblaster+ Y
ASI 18 Henry in Panic Skyflyer Omega race!+ Y
ASI 19 Growth,FranticFreddy,Biplane & more!+NOT600
ASI 20 Microbes Hollywood trivia Coin drop +Y
ASI 21 Zeus Tettrix Battlements & Dragontiles+Y
ASI 22 Lemmingoids,Wizzys quest Duel Mouthman+Y
ASI 23 Quick money,BIP,Interferon Arcadia+
ASI 24 Revenge of camels Dux Croak 3dmaze etc!+Y
ASI 25 Mr Brick,Copper,hemeroids,E Type+Y
ASI 26 Superpacman 92 Smashtv Ashido System 4etc+
ASI 27 Addictive card games, Really good!+Y
ASI 28 Doody, DrMario, Invaders2, Madbomber2+
ASI 29 DOG, Rome, Nova, B-Bal, Atax, Quadrix+Y
ASI 30 Bounce & Blast, Total Fire Tank attack!+Y
ASI 31 Arazmaz,Crazy pipe, revolution etc!+ Y
ASI 32 Blob, Sector one & Firefighter! +Y
ASI 33 Hyperball & War! 2 good games+Y
ASI 34 Trailblazer, Yelp, Qbic Rushour! +Y
ASI 35 Poing,Snakepit,Cybernetix Jump n roll!+Y
ASI 36 Mother lode, Wonderland, Kong Tactix!+Y
ASI 37 Klaktris, Ghostship, Paccer etc!+Y
ASI 38 One on One,Baldy,Skyflyer2,Transplant!Y
ASI 39 Lots of card games on this disk! +Y
ASI 40 Disk full of sliding puzzle games!+Y
ASI 41 Pacman deluxe, Hellzone Leap II etc+
ASI 42 Galaga, Intuder alert Dogs in space!+
ASI 43 Interlock Roulette Octothello etc!+Y
ASI 44 Nibbler,Mouse Impossible,Roll on etc+Y
ASI 45 Dtris,Paccheese,B-Castle Teserae etc+Y
ASI 46 Amiga Q, City,Checkers, Ouch etc! + Y
ASI 47 Elevation, Furmyre,Crave,Arena! + Y
ASI 48 Point to point,Psycho santa etc! +Y
ASI 49 Deathbringer in space Sue 1+2 etc!+Y
ASI 50 Euphorion,Roach Motel,Balders grove! +Y
ASI 51 Lamers, Fighting Warrior Shapes! +Y
ASI 52 Rockslide, Mouthman, & Nu! +
ASI 53 Venus Invaders,Mastermind etc! + Y
ASI 54 Serene,Serene II & Car Wars! + Y
ASI 55 Cli-tris, Pacatac & Asteroids! + Y
ASI 56 Stormeagle, Extreme Violence & Tiles!+Y
ASI 57 Poo-poo Dominoes Dizzy diamonds Squirm+Y
ASI 58 Super raid 4 Magnatron & Maiessae!+Y
ASI 59 Turbo thrust GX200 & Leedings! +Y
ASI 60 Pipe master2 Alien Hunter & Checkers! +Y
ASI 61 Rattlesnake Running Chaser Scud blaster+Y
ASI 62 Pipeline2 Mazeman & Up and Down ! +Y
ASI 63 Nautilus Frenzy & Drive It!! +Y
ASI 64 Oblivion(fab!) Breakout con kit etc!+Y
ASI 65 Paranoids Chess Word Puzzle Word search+Y
ASI 66 Cow wars Asmastermind & Asokoban! +Y
ASI 67 Siege of the Beast,E Type II & Vektor!+Y
ASI 68 Demolition Mission,Bounder & Atoms!+Y
ASI 69 Klondike,Celestial Apoker Bridge etc!+Y
ASI 70 Digital Tetris, Wangle & Tetris pro!+Y
ASI 71 Numerix, Battleships & Vs Tanks! +Y
ASI 72 Escape pre, Boulderdash(not 1200) Carl!+Y
ASI 73 Lexess, Concentration & Challenger!+Y
ASI 74 Crazy pipes II,Bombjacky & Chute! +Y
ASI 75 Double-squares Colours & Diamond thief+Y
ASI 76 Gnu Chess, Cubus & Gerb! +Y
ASI 77 Balloonacy, Cliff hanger & Descender! +Y
ASI 78 Little Boulder, Headgames Fruit Panic! + Y
ASI 79 Gray Attack, Vector Storm & Atoms! +Y
ASI 80 Army Miner Flip it,Golf The Gallows etc +Y
ASI 81 Amos Defence, Thunder Tron & Gergundula! +Y
ASI 82 Artillerys Shuttle run & Arcade Volleyball+Y
ASI 83 Loadsamoney, Pong & Spider(cards)! +Y
ASI 84 Enigma, Atishoo & Zerberk! +Y
ASI 85 Paradox pre, Matchcards,Rubik & Bagitman! +
ASI 86 Smurfhunt,Lords of Host,Legend of Lothian. +Y
ASI 87 Aztec Challenge,Jonus Fullstrand & Landmines+
ASI 88 Defender, Relayer & Mosaic! +Y
ASI 89 Megaball 2.1, X fire and Cluedo!+Y
ASI 90 Flashbier, Startans & Minefield! +Y
ASI 91 Roton, Matrix & Spectrum! +Y
ASI 92 Bill, Oblidox, & Solitaire Sampler! +Y
ASI 93 Smash bang wallop, Mr Munk & Alien bash!+
ASI 94 Super skoda challenge,Merchamoid & Giddy! +
ASI 95 Premier pics,Tangle,Bop & Flop & Super league man+
ASI 96 Dungeon Flipper,Backgammon Tumble tots rasterbike+
ASI 97 Bunnyblast,Mutants from Mars, New stubb city!+Y
ASI 98 Skychase The Phone company & Nestor cards! +Y
ASI 99 Gribit, Paranemmot, Space Wars & Org! +Y
ASI 100 Bloadrunner, Patience & Monaco! +Y
ASI 101 Meltdown, Paragon Boomerang & Rothello! +Y
ASI 102 Fruit Salad, Rebound & Pacsim! +Y
ASI 103 The Lost Occrest, Wacky wabbit & Megarace!+Y
ASI 104 Wooden Ball, Operation meteor & Pork a pork!+Y
ASI 105 Particle man,Rummy & Desert defender! +Y
ASI 106 Simon,Cosmoroids II Willy worm & Micro market!+Y
ASI 107 Serene III, 4 row 3d Equilog & Yacht C ! +Y
ASI 108 Strikeball, Ringwar, Four in a row & Obsess! +Y
ASI 109 Psyco blast,King high,Deluxe hamburg Thrallbound+Y
ASI 110 Space rescue Tiles Zerg & Huskerou! +Y
ASI 111 Karate Worm II Stax & Billy Dragon! +Y
ASI 112 Thunderton II Aliens Tron & Step 2! +Y
ASI 113 White rabbits preview,Trek trivia & Popeye!!! +Y
ASI 114 International Cricket pre,Insectoids II & Yum yum! +Y
ASI 115 Star trek shoot up,Egyptian run Slime line & Shark!+Y

Assassins game packs made up in any numbers you require: eg ASI 1-35 only 33.95 inc P&P!!!
FUNPACK GAMES PACK 1-35 only 33.95 inc P&P!!!
(most run on Amiga 1200!)

EDUCATION

PE001/5 EDUCATION SET science programs for ags 11+ +Y
PE006 KIDSPAINT Fab little talking colouring book+Y
PE007/8 LEARN & PLAY Maths, spelling etc. 5-10 yrs +Y
PE009 STORYLAND 2 Save toyland from the witch! +Y
PE010 TOTAL CONCEPTS ASTROMOMY Book on disk.+Y
PE011 TOTAL CONCEPTS DINOSAURS Book on a disk+Y
PE013 SIMON & SPACE MATHS Talking maths program
PE014 SPANISH, FRENCH, GERMAN TUTOR+Not 600!
PE015 TREASURE SEARCH find the lost treasure ! +Y
PE016 COLOUR THE ALPHABET learn letters & colours! +Y
PE018 TYPING TUTOR, Superspell Budget & Mscalender+Y
PE019 DUNKS DTP A sort of DeskTopPublisher for kids +Y
PE020 MATHS DRILL Good maths disk for the young! +Y
PE021/4 SCIENCE Very good four disk set!+ (4)Y
PE025 FRACTIONS & SILHOUETTES Good maths tutor+ Y
PE026 WW II FACTS Good historical program!+ Y
PE027 AMIGA BEGINNER Learn to use your machine+ Y
PE028 MATHS ADVENTURE Solve questions to progress+Y
PE030/2 DESKTOP GUIDE TO ELECTRONIC MUSIC! +Y
PE033 MATCH WITH HUMPTY Match the objects! + Y
PE034 WORLD GEOGRAPHY Quite useful disk! +Y
PE035 KIDS DISK1 Super to learn reading! +Y
PE036 FIREWORKS ALPHABET Good for kids! +Y
PE037 HOORAY FOR HENRIETTA Superb preview!+Y
PE038 HENRIETTAS BOOK OF SPELLS Fab preview!+Y
PE039 COLOUR IT Exelient little colouring pad!+Y
PE040 HOW THE EARTH BEGAN The full story! +Y
PE041 SINGALONG NURSERY RHYMES Good fun! +Y
PE042 CHILDRENS FAVOURITES More fun! +Y
PE043 PICTURES & LETTERS For very young.1mg chip+Y
PE044/5 AMERICAN FOOTBALL Learn the game(2)!+Y
PE046 TOTAL CONCEPTS DINOS 3 PREVIEW Superb +Y

BUSINESS

PB001 AMICASH bank management program+Y
PB002/3 ANALYTICALC Superb spreadsheet!+ (2)Y
PB004 ASI LABEL PRINTERS 3 of the best+Y
PB005 BANKIN control your cheque book! +Y
PB006 BUSINESS CARD MAKER Nice program+
PB007 CLERK Complete accounts package+Y
PB008 DESKTOP PUBLISHER Simple to use +Y
PB009 FLEXYBASE DATABASE Address keeper+Y
PB011 MISC.BUSINESS Geotime, Grocery list, Calc
PB013 QED Simple & effective text ed+Y
PB014 RIM DATABASE Fully relational !!+Y
PB015 TEXTPLUS V3.00 The BEST Wordprocessor +Y
PB017 VISICALC SPREADSHEET Simple to use+Y
PB019 BUSINESS LETTERS contracts, letters + more+Y
PB020 TEXT ENGINE 4.0 THE LATEST Version !!! +Y
PB021 AMIBASE PRO. Powerful easy to use Dbase +Y
PB022 BBASE IIIv1.3 Latest version of super database+Y
PB023 FORMS REALLY UNLIMITED form creation prog+Y
PB024 LAST WILL & TESTAMENTS Just in case !+Y
PB025 EDWORD Brand new wordpro - V.good +Y
PB026 AGRAPH Superb Program graphing data +Y
PB028 LITTLE OFFICE Intergrated Wpro,Sst,Dbase,Gfx+Y
PB029 ADDRESS PRINT Good label printing program! +Y
PB030 THE MONEY PROGRAM Home accounting! +Y
PB031 EASYCALC A superb new Fast spreadsheet! +Y
PB032 PAY ADVICE Keep record of payslips! +Y
PB033 A BASE A shareware database program! +Y
PB034 ILLINOIS LABELS Super label program!+Y
PB035 BUDGET V1.34 manage personal finances!+
PB036 CHECKBOOK ACCOUNTANT V2.01 superb! +Y

UTILITIES

(Note: "Y" = ok on A1200!)

PU002 A-GENE Good geneology program + Y
PU004a/b A64 EMULATOR NEW VERSION 2.0 (2)
PU005 AMATEUR RADIO 1 Interest to radio hams + Y
PU010 ARP 1.3 Amigados requester system!+
PU012 ASI GRAFFIX UTILS graphics convertors etc+Y
PU013 ASI BOOT UTILITIES bootblock utilities + Y
PU015 BIORYTHMS, STARCHART 2 Good programs+ Y
PU021 C-LIGHT RAY TRACER Good program+ Y
PU022 CHEMESTHETICS molecule displayer + Y
PU036 CURSER BASIC COMPILER Just what you need!+
PU037 D-COPY The best PD disk copier & more + Y
PU039 DBW The forerunner to Skulpt 3D !!! + Y
PU048 DYNAMITE FONTS II CutNPaste fontscreens Y
PU049 DYNAMITE FONTS More CutNPaste Fonts Y
PU055 ELECTROCAD DEMO circuit designer +
PU058 FONTS AND RAM MANAGER BIG video fonts+
PU059 FONTS & SURFACES Backdrops & fonts+ Y
PU062 GRAPHICS UTILITIES Various misc. programs+Y
PU063 HAMLAB PRO V2.08Convert VGA PC >IFF/HAM+ Y
PU064 HARDDRIVE UTILS MRBackup & FixDisk & more+Y
PU065 ICONMANIA Program icons & more !+ Y
PU066 ICONS Cramm packed with icons !+ Y
PU067 IMPLODER V4.0 Megacrunching Util+ Y
PU069 JAZZBENCH Alternative Wb for 1.2/3 users.
PU071 JR COMM 1.02 Modem users comms package Y
PU072 METALLION UTILS Font Editors & more utils+ Y
PU073/76 KING JAMES BIBLE Old&New testaments (4)+ Y
PU078 M-CAD Hires design package. Excellent + Y
PU080 MESSY-SID 2 Read/Write PC Files, Brilliant!+ Y
PU083 MORSE PROGRAMS for the radio hams. Y
PU086/7 NORTH C 1.3 (2) Complete C compiler & libs+ Y
PU088 NORTH C 1.3 This is the packed 1 disk version!+Y
PU095 PRINTER DRIVER GENERATOR & new drivers+ Y
PU097 PRINT STUDIO V1.25 Prints pics & text etc.+ Y
PU108 ROT A simple 3D drawing package.Very popular.+Y
PU109/10 (2 disk) Structured clipart for Ppage + Y
PU112/3 SOMETHING FOR NOTHIN Video Utils&Fonts+ Y
PU115 ST EMULATOR Run Atari ST software !! 2 Drives
PU117 SUPERKILLERS Virus Killers! You need this! +
PU121/2 TV GRAPHICS Dpaint backdrops&Fonts+(2) Y
PU124 ULTIMATE ICONS Iconmaster,Iconlab,+ Y
PU125 ULTRAPAINT v3 A nice paint package!
PU129/30 VIDEO APPLICATIONS Video utilities+ Y
PU136 ZX SPECTRUM EMULATOR Now with sound +
PU139 GRAPHICS CONVERTERS PC>AMigagfx Converter
PU140 LITTLEBENCH File copier & utils Dos2 only
PU143 OPTIUTILS 1 Crammed full ! Get it+ Y
PU144 OPTIUTILS 2 Get this disk too ! + Y
PU149 ELECTRONIC PROTOTYPER Veroboard designer Y
PU152/66 CLIPART SET: 15 Disks of the BEST clipart +Y
PU167 MULTI-PLOT Superb data plotting program ! +
PU169 GELIGNITE FONTS CutNPaste fonts!+
PU172 WORDPOWER Solve Anagrams/Crosswords+ Y
PU174 ASTRO 22 professional astrology now V3.0! +Y
PU175 GELIGNITE FONTS II Excellent IFF fonts+Y
PU176 GELIGNITE FONTS III More of above!!+
PU177/8 BENCHMASTER Windowsbench & Messysid!!
PU180 RICHARD SMEDLEY COMP Vat Checker & more.
PU182 STOCK ANALYST Technical analysis program+Y
PU183 AMYGEN Excellent geneology program+Y
PU184 PROCALC V1.0 Professional calculator.
PU185/8 COSMOPOLITAN FONTS (4) Packed with fonts+Y
PU189 TRONIK VIRUS KILLERS 21 virus killers & docsY
PU191 LANDBUILDER fractal land generator+Y
PU192 SID 2 Get this ! directory util !!! MEGA!+Y
PU197 MOBED 2 Dpaint for Sprites & bobs+Y
PU198 VIDEO WIPES Masks & fades Dpaint 3/4 +Y
PU200 LITTLEBENCH 1.3 Now for 1.3 owners!
PU201 MALICE FONTS Exellent tiny fonts for Dpaint!+Y
PU202 CYCLOPS Weird Plasma/fractal creator ! +Y
PU203 SCOPE 184 utils & clips for Ppage Y
PU204 GATOR GRAPHICS Dpaint tutorial disk.+
PU205 PC TASK PC Emulator Now Version 2 VGA! +Y
PU207 MULTISID Combine SID2 & Multidos(PC>AMIGA)+Y
PU208 ASI HANDYTOOLS 3 mega compilation of utils Y
PU209 FRED FISH CATALOGUE contains FISH 1 - 880 +Y
PU210 PCQ PASCAL Latest version of this pascal compiler+
PU211 AMIGA PUNT A horse race predicting program!+Y
PU212 PERM CHECK PLUS a pools prediction prog Y
PU213 RACE RATER Another horse racing program!! +Y
PU215 CAPTIONATOR Superb shareware video titling!+Y
PU219 WBHACKS+ collection of hacks for + owners+ Y
PU221-225 8 COLOR ICONS Hundreds of new icons +Y
PU226/7 C-EYES FONTS For use in Dpaint, WB, etc.(2)+Y
PU229 JPEG 24 bit graphics compression util disk! +Y
PU230 MORE PRINTER DRIVERS new printer drivers!+Y
PU231/5 PAGESTREAM FONTS 5 disks super fonts!+ (5)Y
PU236/7 SCOPE197/8 Adobe type fonts, 2 disks full! +Y
PU238/9 M.O.R.C. Mouse operated rune caster,oracle !+
PU240 FREECOPY V1.4 powerful disk copying program!+Y
PU241 CALORIE BASE Useful for people on a diet!+Y
PU243 ASPICE Circuit analysis program!+Y
PU244 BON APPETIT This is a recipe database program!+Y
PU245/256 C MANUAL Latest version on 12 disks! (12) +Y
PU257/61 PAGESTREAM FONTS 2nd set of fonts!+Y
PU262 RICHARD SMEDLEY COMP II Mortgages etc!+Y
PU263 LYAPUNOV Fabulous & unusual fractals!!+Y
PU264/8 OUTLINE FONTS For Pro pagev3 ONLY!!+Y
PU272 GOLF RECORDER Database for golf scores!+ Y
PU273 PC<>AMIGASimilar to Messysid, + docs!+ Y
PU274 TRONICAD V1.0 Electronic circuit design!+Y
PU278 GELIGNITE FONTS IV Yes more Iff fonts!
PU279 V MORPH V2.30 Yes a PD morphing prog!!+ Y
PU280 POOLS WIZARD Pools prediction,save disabled+Y
PU282 ASI MULTIVISION 2 Imagelab,Wasp & more,super+Y
PU283 CYCLING MILEAGE RECORDER Useful! +Y
PU284 DART MACHINE Dart score recorder! +
PU285 WORKBENCH 3 BACKGROUNDS, 1200 ONLY!
PU286 INSCRIPT Program for Video titling! +Y
PU287 NUMPAD Numeric keypad emulation!(600 ONLY)
PU288 ENGINEERS KIT Test your Amiga system! +Y
PU289 AUDIO ANIMATION STUDIO Create your own! +Y
PU291 1200 WORKBENCH HACKS Useful utils! Y
PU292 1200 UTILS1 Gif & PCX datatypes etc!A must!Y
PU293/317 25 disks of Ham radio software! (25)+Y
PU318 POWER UTILS Utils written in Can Do! +Y
PU319/23 OUTLINE FONTS For Pro page 2.1 or 3!(5)+Y
PU324 WINEMAKER Database for winemakers! +Y
PU325 EZASM LAZI & A68K Programmers disk! +
PU326 PLOTTER Plots two dimensional functions!+Y
PU327/8 X BENCH all round replacement! (2) +
PU329 BCFORTRAN77 Programmers development system+
PU330 SLEEPLESS NIGHTS Utils useful for 1200!Y
PU331/43 COLOUR FONTS(ASSIGNABLE)(13) +Y
PU344 EXEL Nice Cardfile type database program! +Y
PU345 AMOS PRINTER Print screen from within Amos! +Y
PU346 EXOTIC RIPPER V2.10 Soundtracker ripper! +Y
PU347 RAVE GENERATOR Plug in a sampler(1mg chip)+Y
PU348 SPEED UTILS Fixdisk Headclean Snoop & more!+Y
PU349 NCOMM V3.00 The latest version comms disk! +Y
PU350 KINGFISHER Fish database 1-840 (packed) +Y
PU351 ASI FIX DISK Get old programs running on dos2/3+Y
PU352 HP 550C & Cannon Bubblejet printer drivers! +Y
PU353 TAB MASTER Music to Guitar translator prog! +Y
PU354 ASTRONOMY v2 calculate info on solar system! +Y
PU355 SUPERDARK Superb & unusual screen blanker! +Y
PU356 FONTFARM Contains 55 large & Small fonts! +Y
PU357 CANON PRINT STUDIO A must for BJ owners! +Y
PU358 PPAGE TEMPLATES,GENIES etc. Very useful!+Y
PU359 PRO PAGE HELP DISK Extremely useful disk!+Y
PU360 WINDBLEND Super effects but 1200 only! Y
PU361 XPK COMPRESSION UTILS compression progs!Y
PU362 STARVIEW Gives view of star for given time etc!+Y
PU363 FORCASTER Horse racing prediction program! +Y
PU364 COURSE FORM Simple horse racing prediction!+Y
PU365 ATTIC & BLITT Useful to C programmers! +Y
PU366 WB2 UTILS Full of obscure but useful utils! +Y
PU367 PE PRINT UTILS Lots of useful labelling progs+Y
PU368 IMAGEBASE RUNTIME Standalone for CLU27+Y
PU369 TV TITLES DEMO Shareware Titling program! +Y
PU370 24 BIT UTILS Rend 24 & more useful utilities!+Y
PU371 AMOS PRINTER ROUTINE For own Amos progs!+Y
PU372/3 PARNET SOFTWARE Link 2 Amigas! (2)+Y

ANIMATIONS

PA039 ERIC-S AMY VS WALKER Cute & sexy! 1.5M Y
PA040 ERIC-S BATMAN vs JOKER Very funny!!!+Y
PA042 ERIC-S COYOTE STRIKES BACK 1mg too! +
PA043 ERIC-S MORE AEROTOONS Very witty !!!+ Y
PA045 ERIC-S STEALTHY II Mig-29 vs Stealthy !+Y
PA053/4 LIGHT CYCLES (2) Tron animation+
PA060 NEWTONS CRADLE RT animation +Y
PA065/68 REAL 3D (4) Superb of the program+
PA070 SHUTTLECOCK ANIM 2 shuttles+satellite+Y
PA072 THE JUGGLER A classic amiga demo!+ Y
PA074 THE WALKER vs The Helicopter - Mega !+ Y
PA075 THE WALKER vs A2000 A classic ! + Y
PA086 FRACTAL ANIMATION full screen low flying anim+Y
PA091/3 GAS TURBINE, STEAM & PETROL ENGINE (3)+Y
PA094 AMY JOGS,WALKS & SNEEZES by E Schwartz! +Y
PA095 HOW TO RUN INTO A WALL by Eric Schwartz! +Y
PA099 ATF AGILITY new ES anim, very witty as usual+Y
PA100 VTOL CONTEST Check out this new ES anim ! +Y
PA101 DOLPHIN DREAMS Great Dolphin anim! + Y
PA103/4 KINGFISHER 2 Superb bird animations!+ Y
PA106/7 THE JOURNEY Fab fractal pics & anims(2)+Y
PA109 SATURN ORBIT Ray traced flight around Saturn+Y
PA118 3 SCHWARTZ Skydive,Soft landing & bomber! +Y
PA119 STEAM ANIMATION V2.0 Now with sound! +Y
PA120 TWO STROKE PETROL ENGINE Super anim+Y
PA122/3 THUNDERBIRDS ANIM Nice animation! (2)+Y
PA124 ANIM COMP 10 mini animations compilation! +Y
PA126/7 PHOTONIC DREAMS Room & Star animations! +Y
PA131/40 10 disk set Steve Packer anims!(1200 ONLY)
PA141 STIRLING II ENGINE Another fab engine anim!+Y
PA142 NIGHTBREED AGA FRACTAL FLIGHT Colourful! Y
PA143 XMAS ANIMATION Amusing animation! +Y
PA144 LET ME OUT Amusing dog & slipper animation! +Y

AGATRON(Ok 1200!)

AGA01 RED LOTUS Spinning down the road. Fantastic !+
AGA02 JET FIGHTER landing on a runway, basic anim +
AGA03 STAR TREK - Shuttle fly past - Great ! 1m +
AGA04 KLINGON CRUISER Flying around your screen !+
AGA05 STAR TREK KLINGON fires torpedoes 1m +
AGA06 LOGO, plus a great star wars fly by animation.+
AGA07 STAR WARS FIGHTER doing loops etc 1m +
AGA08 STAR WARS, a great anim from the movie (CLI.)+
AGA09 STAR WARS - Fighter fly by, impressive 1m +
AGA10 STAR TREK - Enterprise in dry dock. Incredible+
AGA11 TRON - Tank v Deactivator. Good vectors +
AGA12 TRON ANIMATION - Not one of the best +
AGA13 ROBO 1 A nice ray traced robot waving 1m +
AGA14 STAR TREK Workbee & Reliant, 3 shots +
AGA15 LOTUS CAR, Billiards, & Jet Fighter animations! +
AGA16 STAR TREK Various anims from the star trek game.+
AGA17 STAR TREK TWOK animation Short but okay +
AGA18 STAR TREK - Enterprise fly by. Short anim +
AGA19 BOND ANIM - Copter plus a car, not too amazing+
AGA20 Huey 2 A helicopter leaving a landing pad.+
AGA21 ENTERPRISE DOCKING WITH SPACE STATION+
AGA22 ENTERPRISE APPROCHING stunning anim ! 1M +
AGA23 FLEET MANOEVRE Stunning animation! 1m +
AGA24 KULI PEN animation & Ping pong. Great! 1m +
AGA25 THE RUN , a suberb car chase 1mg +
AGA26 SHIP ROCKING at sea,/enterprise leaves dock+
AGA27 BOOK OPENING Nice anim of a book opening.+
AGA28 SHUTTLE & ENTERPRISE Fab anim by Richter+
AGA29 MILLENIUM FALCON The ship being chased -1M+
AGA30 HYPERSPACE animation & Landing animation 1m +
AGA31 PORSCHE anim rising out of table 1 mg. +
AGA32 SPACE - Space probe flying away 1m +
AGA33 PROBE Bird of prey animation & Klingonhit! 1m+
AGA34 SPACE OFFICE Star trek anim, a little short +
AGA35 SPACE PROBE, great anim of probe zooming off!+
AGA36 BIRD OF PREY, loop the loop animation 1m +
AGA37 TOBIAS GOES KNACKERS - Check this out ! 1m +
AGA38 TOTALLY WICKED ! Shuttle & Enterprise (2 MEG)
AGA39/53 AGATRON SPECIAL! Yes, a 15 disk anim!+Y
AGA54/62 AGATRON SPECIAL! a 9 disk anim, fans only+Y

POWERANIMS

PP001/2 ANTI LEMMINGS (2) This is Brilliant! 2M
PP003 AT THE MOVIES Cute anim of Amy squirrel 1.5M+Y
PP004/7 AUTOMATED LIGHT (4) Battlestar galactica! 3M
PP008/10 BUZZED (3) Great anim of wasp crashing! 2M
PP011/12 DATING GAME (2) Very witty!, Get it. 3.5M!
PP016 GULF WAR Another ES production! Good 2M! Y
PP018/20 LOST IN SPACE (3) Good cult TV anim! 2M
PP021/4 LANDING (4)Tobias Richter poweranim 4M!
PP025/27 STATION AT KHARN (3) Incredible 2M demo Y
PP036/7 WALKER DEMO (2) A 2mg version of a classic!
PP040/43 AT THE MOVIES II (4) Hilarious ! 1mg>3mg
PP044/45 AMY V WALKER II (2) Another witty ES demo 3M
PP046 SWEET REVENGE Coyote vs Roadrunner ! 1.5mg+Y
PP050 UNSPORTING Wicked aerotoon by Schwartz+ 2M Y
PP051/2 CHARLY CAT Super Shwartzlike cartoon! 2mg.Y
PP053/4 CHARLY CAT AT THE BEACH 2nd fab anim 2mg/Y
PP057/9 CHARLY CAT CATCHES A CANARY Fab! 3MG.
PP060/3 CHARLY CAT MOUSTERMIND Great! 3.5MG.
PP064 DUNCAN DUNG BEETLE Unusual 2mg animation! Y
PP065/6 CHARLY CAT SNOWJOKE Latest anim 2mg.+ Y
PP067/9 SPEED LIMIT 3mg motorcycle race! + Y (3)
PP070/1 LEMMINGS REVENGE Very amusing anim! 2mg Y
PP074/6 G.I. SPY 3mg anim from charlie cat author! (3)
PP077/84 THE HAUNTED Tremendous animation,3mg!(8)
PP085/7 THE AD Strange swartzlike animation! 3mg (3)
PP088/9 SPORTING DOO DOO Nice new animation! 2mg(2)
PP090/1 ROADHOG ANIM Very funny 2mg animation!(2)Y
PP091/2 SPAR TREK Amusing animation, 2meg (2)Y
PP093/98 DUNK'S BACK New Duncan anim,5 disks 4 mg!
PP099/100 AT THE FLIX Charlie cat again! (2) 2mg
PP101/4 QUALITY TIME Superb Shwartz 5mg anim (4)!
PP105/6 SATELITTES REVENGE Good anim!(2) 2M.
PP107 DAMBUSTERS Lancaster bomber fun! 2M.
PP108/10 CHARLY CAT IN SICKNESS & HEALTH!(3)3mg!
PP111/2 BUGSBUNNY & SPACEMEN Action packed2)2mgY
PP113/4 CALVIN & HOBBES Super animation!(2) 3mg.
PP115/6 SPAR TREK3 BATTLESTATIONS Fun! 2mg (2)
PP117/8 PRANK ON FURBALL Cat has a pizza! 2mg (2)
PP119 BAITMASKING Another fun Shwartz anim 2mg(2)Y

DEMOS

PD002 ALARM MEGADEMO Acid type video demo!+Y
PD005 AMOS 3D DEMO Shows some great effects!+Y
PD018 CHAOS ROCK Fab light show with fractals!+
PD23/25 ALCATRAZ MEGADEMO Huge, on 3 disks!+
PD066 PHENOMENA ECES light sourced vectors! +
PD068 PHENOMENA ENIGMA Absolutely brilliant! +Y
PD076 PLASMUTEX Good plasma & great music +
PD077 PMC ALPHA OMEGA Superb vector demo+
PD093 SCOOPEX CHROMIUM Superb demo.+Y
PD094 SCOOPEX MENTAL HANGOVER A classic+
PD097 SILENTS GLOBAL TRASH Incredible!!+
PD121 DIVINA TECHNO FRIGHT Unusual! +
PD124 ANDROMEDA DECAYING PARADISE Good! +
PD130/34 ALCATRAZ ODDESSY Awesome!! Ok on 500+!
PD142 FINAL CONFESSION Music & Plasma effects!+Y
PD154 DECAY GET FROGGED Superb quality! +Y
PD159 ANARCHY IN THE KITCHEN Some good FX Fab!+
PD164 DESIRE MENACE Good Psycho rave demo +
PD165 DARK DEMON Mega new demo .... get it+Y
PD169 BIG BANG Excellent spacey-type demo+
PD170 PIECE OF MIND Good 3D vector effects. +Y
PD171/2 SILENTS EXPOSE(2) Incredible Get it !+Y
PD177/8 TRSI TIME ZONE New, some good effects!+Y
PD181 CINEMORPH Fab morphing of 4 faces! 1mbchip!+Y
PD182 SPACEBALL Absolutely brill,needs 1meg chip!+Y
PD183 DIGITAL LETHAL EXIT Good vectors demo! +Y
PD184 ANDROMEDA MINDRIOT Very good vector demo! Y
PD185/6 ANDROMEDA MIRROR Fab Music & Graphics!+Y
PD187 HOY AGA DEMO 1st 1200 demo,a must! 1200 ONLY
PD188 SANITY WORLD OF COMMODORE Super demo+Y
PD189/90 SILENTS DEMON DOWNLOAD Fab demo! (2) +Y
PD194/6 DETONATION 3 disk pic & anim set!(3)+Y
PD197 MOBIL DESTINATION UNKNOWN by Spaceballs+Y
PD199 TRSI MISERY DENTRO Unusual effects! +
PD200 PHOENIX DEMO inc Flashy rave demo!+Y
PD201 1200 INTROS Yes, some AGA intros at last! Y
PD202 TECHNOLOGICAL DEATH Freaky techno rave +Y
PD205 FAIRLIGHT ILLUSION Good demo 1mg chip! +Y
PD206 MELON HOW TO SKIN A CAT Nice effects! +Y
PD207 NEMAL BOUNDLESS VOID good effects & music+
PD208 HOI AGA DEMO 2 2nd fab demo for 1200 only! Y
PD209 STONE ARTS ATMOSPHERE Nice demo,!!+Y
PD210 ANARCHY 3D DEMO Superb effects,+(not1200)
PD211 POSEIDON CEREBAL LOBOTOMY Great,not1.3+Y
PD212 KEFRENS DANE A short but nice demo! +Y
PD213 TROJAN TECKNO TRACKS Amazing effects!!+Y

MUSIC DISKS

PM001 100 GREATEST 64 TUNES 100 fab 64 tunes!+
PM010 AMEGA PARTY WINNERS Four WICKED songs+ Y
PM016 BEATLES SONIX Nice music +Y
PM018 BEATMASTER I LOVE TECHNOLOGY Rave ! +Y
PM019 BRUNO's MUSIC BOX II Superb jazz funk music +Y
PM020/21 BRUNOS MUSIC BOX III Jazzfunk. Get it ! +Y
PM026 DEPECHE MODE MUSIC Soundtrackered tunes! +Y
PM027 D-MOB MUSIC 3 House music remix, good! +
PM030/34 DIGITAL CONCERTs 2-6 Excellent house/dance
PM052 KEFRENS JUKEBOX Lovely music & juke box! +Y
PM058 MAG FIELDS CHIP FESTIVAL Full of chip music!+Y
PM059 MANIACS OF NOISE This is brilliant!+
PM065 PHENOMENA MUSIC DREAMS 1 20 fab songs +
PM073 SILENTS FULL POWER House it up music! +
PM074 SOUND OF SILENTS Jut get this its mega!
PM092 PIANO TUNES Nine piano songs- good + Y
PM096 STAIRWAY TO HEAVEN Rendition of the song+Y
PM100/103 MANIC RAVES II Fantastic rave stuff(4) !
PM104 500 THINGS COMEBACK 4 great rave type tracks+
PM105/6 KEFRENS MEGAMIX Fabulous dance music+
PM112 TECHOMANIA II 8 essential hardcore tunes+
PM113 PROTON GATES OF TIME 6 good pieces of music+
PM114 UPROAR SPLIT BEAVER MIX rave megamix +Y
PM117 MUZAK OF THE WORLD original Amiga music! +Y
PM120 IDEAL MODE AEROSOL EP Go raving mad +
PM121 NIGHTBREED MUSIC DEMO 8 Rave music +Y
PM122/4 PLAYSID 2 (3) You must get this !!!!! +Y
PM125 PLAYSID inc.RobHubbard, ManiacsOfNoise + Y
PM134/5 SOUNDS OF SCIENCE (2) Absolutely Brilliant!+Y
PM137 KEFRENS MEGAMIX II Very good !! dance music!
PM154 PULSE Yes, pulsating rave music again!! +Y
PM155 VINE G-RAVE 5 more good rave tracks!!! +Y
PM161 CYBERNETIX 19 songs packed on 1 disk!+
PM162 MORE MED TUNES Fab tunes by Alex Starrex!+Y
PM163 OCTASTUFF Some good 8 track tunes! + Y
PM164 OCTAROCK 3D More 8 track & 3d graphics!+Y
PM167/8 JESUS ON ES Crazy rave music demo! +(2)
PM170/2 LUNATICS INFINITE DREAMS Great music!(3)+Y
PM173 CDTV MUSIC Super graphics & sound, 8 tracks!
PM176 TUNE UP THE BASE Killer Rave music disk! +Y
PM179 PLAYSID V2.2 More old 64 style music! +Y
PM180 HARDLINE BLACK ENERGY Nice music disk! +Y
PM181/2 PASTEL VANILLA Super cool amiga music! (2)+Y
PM185 ASI MUSIC VOL1 4 large songs with hifi graphics+Y
PM186 ASI MUSIC VOL2 7 songs with hifi graphics! +Y
PM187 STATIC BYTES KUGLEPOLEN 7jazz+rock tunes+Y
PM188 SIDMANIA VOL1 7 hours of C64 chip music! +
PM189 CHIP 'N' DIP 20 chip music tunes & anim! +Y
PM190/1 DANCE TRASH 2 disk set of rave music!(2) +Y
PM192 HOBBITS & SPACESHIPS music by Dr Awsome+Y
PM193 BRAINSTORM MUSICLAND 2 Nice music disk!
PM194/5 ULTIMATE ACTION MEGA MUSIC Fab (2)+Y

CLASSICAL MUSIC

PM012 AMIGADEUS CLASSICAL Eine Kleiner etc. + Y
PM022/23 CLASSICAL MUSIC Bach, Handel etc +Y
PM035 DIGITAL DEBUSSY Fab Rob Baxter conversions!+Y
PM036 DIGITAL DEBUSSYII classic Debussy music!+ Y
PM070 RHAPSODY IN BLUE tracked by Rob Baxter! 1MY
PM082a/82b VIVALDI - FOUR SEASONS (2) V.Good !+ Y
PM090/91MOZART HORNCONCERTOS need 1mg chip+ Y
PM130/2 BACH BRANDENBURG CONCERTOS 1 to 6 +Y 3
PM150 DESKTOP HARPSICHORD RECITAL Classics! + Y
PM165/6 NUTCRACKER SUITE Super rendition!+
PM174 CLASSIC WORKS Grieg & Bach classics! +Y
PM175 SONIX MUSIC Some nice scores here!(loadwb)+Y
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LIT 8 Henry the Fourth (Parts 1 & 2), Henry the Fifth.
LIT 9 Richard the Second, Richard the Third.
LIT10 Henry the Eighth, King John, King Lear.
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LIT12 Alls well,Comedy of errors,Merchant of Venice,Merry wives of Windsor
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PS117/8 NIGHTBREED AGA SLIDESHOW Super(2)1200
PS119 CYNOSTIC SLIDESHOW Superb pictures!1200 only
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APD257 CASSETTE LABELLER + MIXED SOURCE+Y
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APD363 FAMILY HISTORY DATABASE Latest version!+Y
APD373 COMPILER 1.36 UPDATE, LATEST compiler !+Y
APD382 AMOS HANGMAN Good version of the game! + Y
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APD442 SLIDESHOW CONSTRUCTION SET V2! +Y
APD451 NODDY,S PLAYTIME Educational demo! +Y
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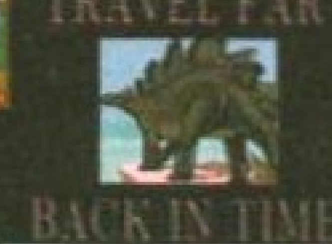










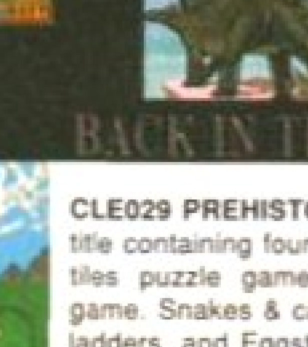






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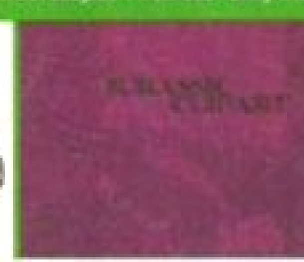
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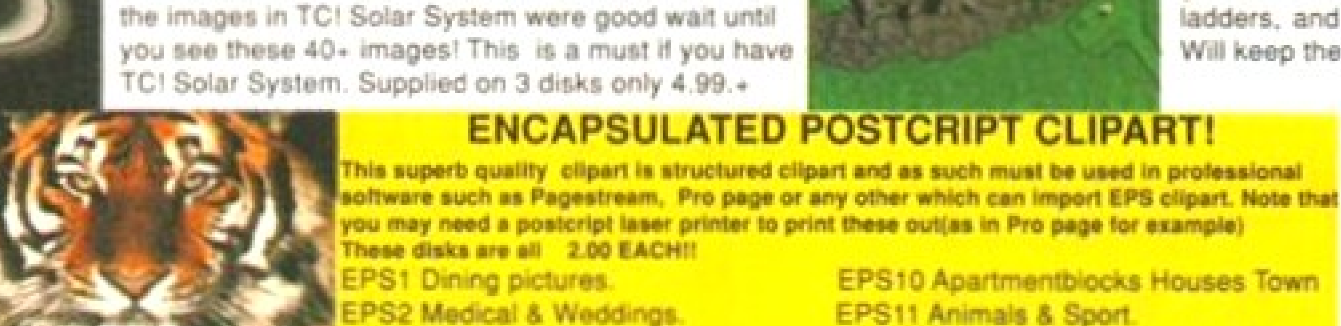






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EPS12 Aircraft Birds Shopping etc.
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CCL006 MAPS, Macau - Missisipi, autoboots! +Y
CCL007 MAPS, Montana - New York, hires maps! +Y
CCL008 MAPS, Neutral Zone - Iraq - S Dakota! +Y
CCL009 MAPS, Senegal - Tuuaw, autoboots! +Y
CCL010 MAPS, Texas - Zimbabwe, autoboots! +Y
CCL011 REPTILES, good pictures, autoboots! +Y
CCL012/3 ACTORS, famous faces, autoboots! +Y(2)
CCL015 AIRCRAFT, 1-26, assorted, autoboots! +Y
CCL016 AIRCRAFT, 27-32 & Cars! autoboots! +Y
CCL018 BIRDS, 1-12 Super pictures, autoboots! +Y
CCL019 BIRDS, 13-29 More avian pictures! +Y
CCL020 BIRDS, 30-41 Lots more birds,autoboots! +Y
CCL021 BIRDS, Many more bird pics, autoboots! +Y
CCL022 BIRDS, And some more fab pictures! +Y
CCL023 BIRDS, 116-130 Some good pictures! +Y
CCL024 BIRDS, 131-138 More bird pictures! +Y
CCL026 BIRDS, More superb pictures here! +Y
CCL027 CATS, 1-16 Super cat pics,autoboots! +Y
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CCL044 FIOWERS 38-50 More flower pics,workbench+y
CCL045 FIOWERS 51-62 More flower pics,autoboots!+y
CCL046 FLOWERS 63-74 More flower pics,autoboots!+y
CCL047 FLOWERS 75-87 More flower pics,autoboots!+y
CCL048 FLOWERS 88-100 More flower pics,autoboots+y
CCL049 FLOWERS 101-113 More flower pics,autoboots+y
CCL050 FLOWERS 114-127 More flower pics,autoboots+y
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CCL052 FRUIT 5-18, Good pictures! autoboots! +Y
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CCL092 TREES, Lots more tree pics! autoboots! +Y
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CCL095 TREES 71-84 more tree pictures, autoboots!+y
CCL096 TREES 85-100 even more trees,workbench!+y
CCL097/100 VEGETABLES 1-48 good pics 4 disks,workbench+y











CLASSIC CLIPART (Black & White)

(Okay on A1200 / A4000.)
The clipart in this collection is very high quality, huge bitmaps, many greater than an Amiga hires screen, for use in Dpaint or DTP packages, each disk autoboots as a slideshow allowing you to view the entire bitmap by moving the mouse! (Prices per disk!)

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ART09 OFFICE Another office type disk!+
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ART23 DECORATIVE MONTHS 1 for every month+
ART24 WACKY Funny comic type clipart!+
ART25 HOLIDAYS Holiday type pictures!+
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ART31 BORDERS 2 disks, must load into DTP!+
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BG011 EMERALD MINES 11
BG012 EMERALD MINES 12
BG013 EMERALD MINES 13
BG014 EMERALD MINES 14
BG015 EMERALD MINES 15
BG016 NO ONE MINES 01
BG018 NO ONE MINES 03
BG020 NO ONE MINES 05
BG021 NO ONE MINES 06
BG022 NO ONE MINES 07
BG023 NO ONE MINES 08
BG024 NO ONE MINES 09
BG025 NO ONE MINES 10
BG026 NO ONE MINES 11
BG027 NO ONE MINES 12
BG028 NO ONE MINES 13
BG029 NO ONE MINES 14
BG030 NO ONE MINES 15
BG031 EASY RUPPLE MINE
BG032 RUPPLE MINE 1
BG034 RUPPLE MINE 3
BG035 RUPPLE MINE 4
BG036 RUPPLE MINE 5
BG039 DOWN UNDER MINES 3
BG040 DOWN UNDER MINES 4
BG041 DOWN UNDER MINES 5
BG043 DOWN UNDER MINES 7
BG046 DOWN UNDER MINES 10
BG047 DOWN UNDER MINES 11
BG048 DOWN UNDER MINES 12
BG049 DOWN UNDER MINES 13
BG050 DOWN UNDER MINES 14
BG051 RECYCLED MINES 01
BG052 RECYCLED MINES 02
BG055 RECYCLED MINES 05
BG056 RECYCLED MINES 06
BG057 EAT MINES 01
BG058 EAT MINES 02
BG060 MARATHON MINES 02
BG061 MARATHON MINES 03
BG062 OZ MINE 01
BG063 OZ MINE 02
BG064 VENOM MINE 01
BG065 VENOM MINE 02
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BG068 DE BOND MINE 03
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BG073 EMERALD EATER
BG074 EMERALD HEAD
BG075 COLD CAVES
BG076 INTO THE COLD CAVES
BG077 PRO ICE MINE 01
BG078 PRO ICE MINE 02
BG079 ACE MINE 01
BG080 INTO THE HISTORY HOLE
BG081 INTO THE CRUSTY MINE
BG082 LADYBIRD MINE KIDS
BG083 BABY GHOST MINE 01
BG084 BOULDERDASH 64
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BG086 BOULDERDASH COLLECTION 01
BG087 PRO BOULDERDASH 01
BG088 OFFICIAL BOULDERDASH
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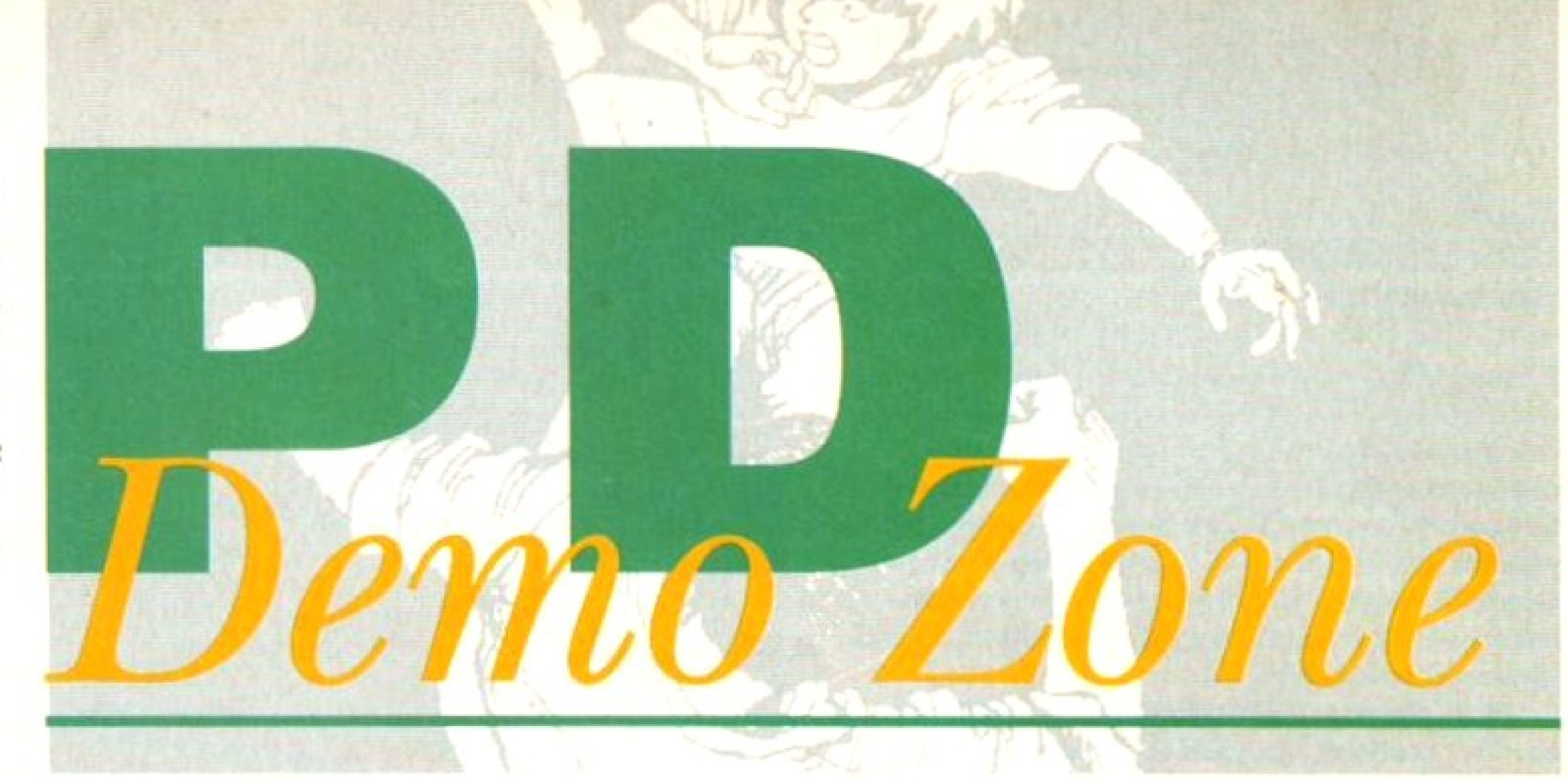
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Sex Pistols, smoking, sick, surrealism, Star Trek, soap operas, and... erm... circuses. Yes, you get them all in the PD Demo Zone, and you even get a free replica of Andy Nuttall to tell you about them.



AKIRA SLIDESHOW 2



17-BIT, DISK 2695

After Marvel comics, Manga's Japanese style of animation is probably the most popular subject for an Amiga PD slideshow, with three or four good shows appearing in the first half of this year. Robert Iveson's work is pretty patchy, but there are some really good images which are worth seeing.

Each of the images is either hand-drawn in hi-res mode, or scanned in monochrome and recoloured. Where Robert falters occasionally is in the definition of his drawings: sometimes the images are blurred when they should be sharp, sometimes he uses a stippling effect when the colours should be uniform, as they are in the film itself. Roll on *Akira Slideshow 3*, though.

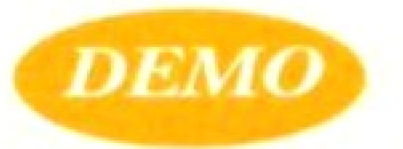


One of the fight sequences from the film, apparently. I don't remember it myself, I must admit.



Ahh, this is more like it. Kaneda (from the film, actually) in a typical action-packed pose.

CIRCUS ANIM



17-BIT, DISK 2684



The band played on though the fireman was on fire, the human cannonball in orbit, and the fakir in pain...

Carl Inc is set to achieve cult status with his set of bizarre animations. First there was the fairly daft *Christmas Demo* (reviewed ***AF***42), then the *Boat Anim* (Reviewed ***AF***44), and now this.

Like the previous two shows, *Circus* is a looped anim in the style of the now-ancient Ariston adverts (where the action loops on, and on, and on). An Indian Fakir on a bed of nails blows fire onto a moving cannon, firing a human cannonball through the roof of the marquee; a dog jumps through a pair of hoops; the top half of a woman's dress falls down, causing her to blush. Loads of things go on in the same screen, and it takes a few minutes to spot them all. Good fun.

242



TELESCAN



Although the music is disappointing (if, like me, you're a Front 242 fan), the digitised graphics are superb.

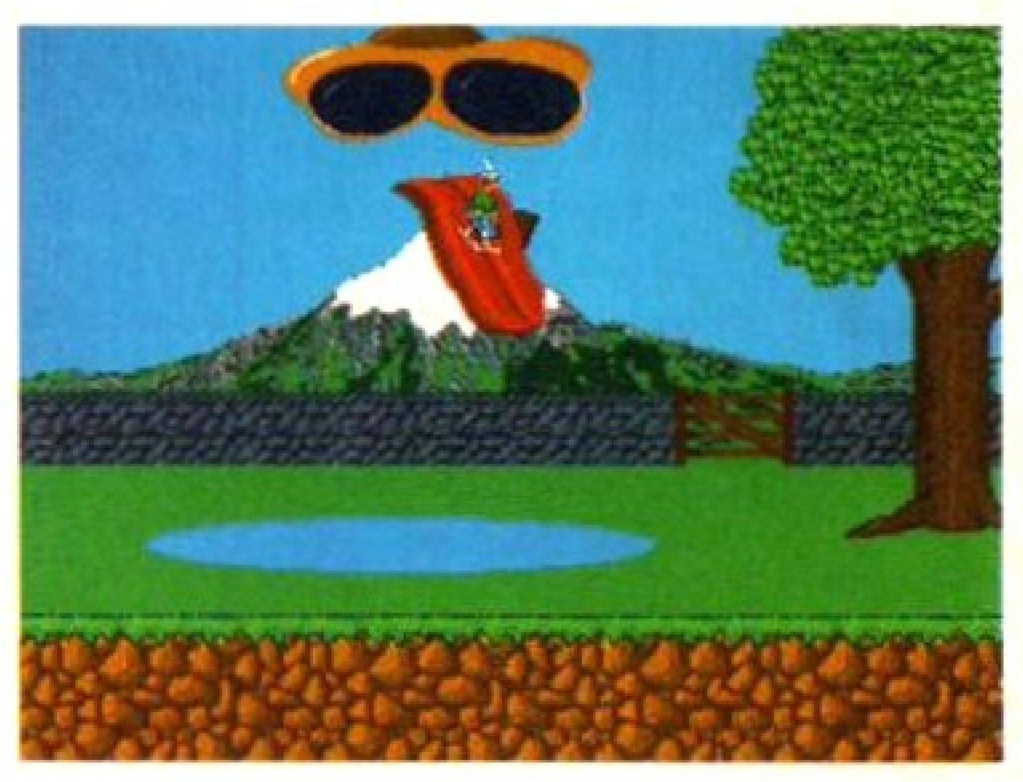
The first message to be displayed in this demo contained the words "Fairlight cracked," at which point I was about to stick the disk in the bin. The 242 demo started quickly, though, and it's... interesting. Technically very clever, boasting 29Mb (*really?*) of graphics packed on to a single disk, it's a near full-motion video of somebody walking around a shopping centre.

Fans of the Belgian band Front 242 should have recognised the title, but the demo has very little to do with them – in fact, the music isn't even in their industrial style. The only reference to Front 242 is at the end of the demo, when the guy in the picture wanders into a record shop and pulls out a Front 242 CD. The acid/rave style soundtrack is good, but not quite the heavy dance music I expected.

ALTERNATE REALITY



17-BIT, DISK 2686



We've all had that morning after feeling – snow on your cap, ice in your crevasses, tongue like a ski-run...

Fans of the bizarre will enjoy this. In a similar vein to the *Circus Anim*, *Alternate Reality* is a landscape image with lots of surreal animations going on based around the landscape. For example, a cloud in the sky is sucked into the top of the mountain, then spat out again forming a snow cap. A tongue then pops out of the sky, creating an image of a face, and a skier zooms down the tongue and off into the distance.

The music is just like the stuff they play at the cinema when they ask you not to smoke and to go and buy popcorn. The graphics could be a lot better, but the surrealist ideas are interesting.

ROMANTIC

DEMO

CYNOSTIC PD

The new Melon Dezign demo is very weird. It seems they've taken seriously people's comments about PD demos becoming very similar, and gone to the other extreme. The demo is introduced by a kind of photo-love story involving hi-res digitised pics of the *Beverly Hills 90210* cast, all talking about the new Romantic demo which they've just downloaded, while a twangy electric guitar plays a rendition of the 90210 theme tune. Odd.

Continued overleaf ☛

THE CHRONICLE SLIDESHOW

SLIDE

MAGNETIC FIELDS, DISK SS045

A set of low-res ray-traced images squeezed on a single disk by coders Trance. The pics have only 64 colours, so they run on all Amigas, but even so some of the results are very nice – especially the images shown here. Subjects include the inside of a prison cell, a turbine engine, and a tree – a diverse selection. A heavy backbeat pounds away in the background as the ten images are decrunched and displayed one by one.

With the new A1200 stealing the limelight from its older brothers, it's good to see quality ray-traced images in 64 colours. Even so, let's see the same slideshow rendered in HAM8 mode – that would be something else!



Using just 64 colours, the turbine (an enormously complex model) looks good even on an A600.



These ray-traced eggs prove similarly that it's possible to create good-looking ray traces with fewer colours.



The crowd of *Beverly Hills 90210* get their teeth out to greet you in this demo. Is this good or bad? You decide. The main Melon demo image is the weird doll, inset.

The demo itself is a picture and a long scrolly message. Oh, yes, and a sample of the Sex Pistols' *Anarchy in the UK* which sounds throaty and really grunged up (probably a Melon coder in his garage). Excellent, but there's a fair amount of strong language in the text – sexually explicit, and pretty unnecessary. Still, now I've warned you.

STAR TREK – THE NEXT GENERATION SLIDES VOLUME 1

SLIDE

MAGNETIC FIELDS, DISK SS042

These *Next Generation* demos are proving quite popular lately (at least with the authors, if not with the reviewers.) After the debacle of the slideshow *Deep Space Nine* last month, I thought that might be the last we'd see of poorly-digitised images of the *Star Trek* cast. Not the case.

The images on this demo are better than those on the *Deep Space Nine* disk. But as long as colour composite digitisers are used, the results are going to be poor. Still Trekkies will love them.

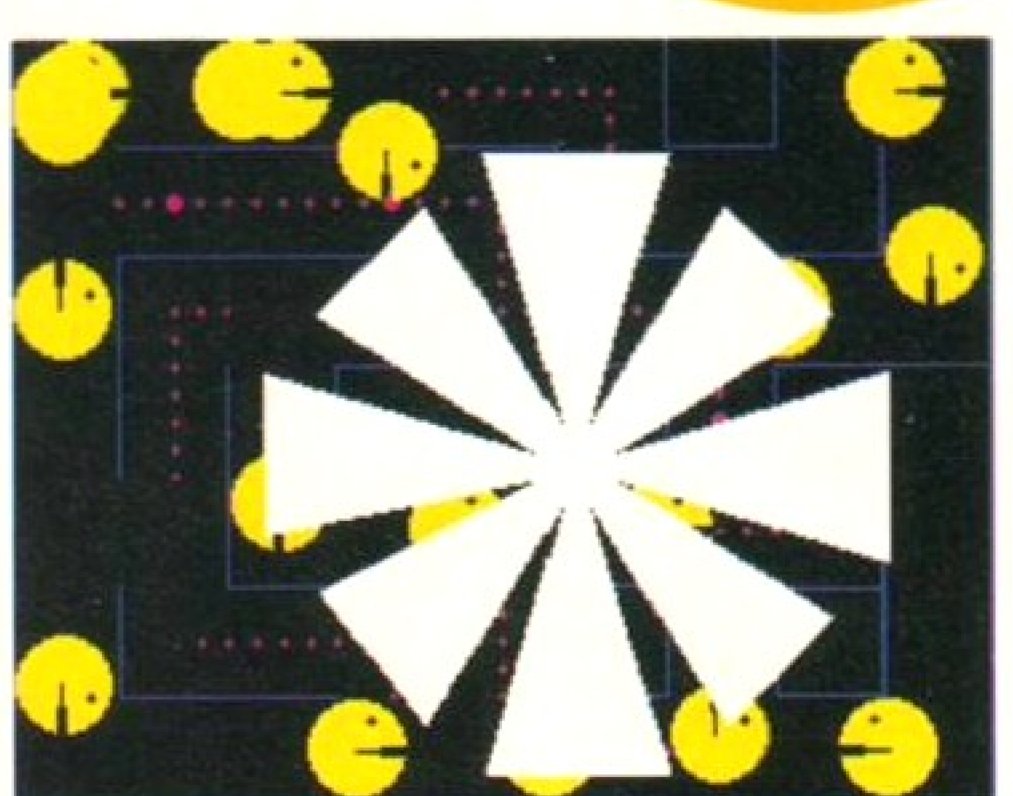


Gynon (Whoopi Goldberg), Jean-Luc (Patrick Stewart) and a Borg (um, Bob Holness) in all their blurry glory.

VOMIT

DEMO

TELESCAN



Innocent Pacmen are being mercilessly thrown into demos like this – sometimes up to 20 to a maze.

Presumably this epilepsy-inducing little music and graphics number is named after the feeling you get when you've sat all the way through the demo. *Vomit* is a brazen and outrageous mish-mash of colours and shapes flashed in time with a techno soundtrack. Not just any old colours either – this specialises in the throw-worthy and so disgusting purple and magenta are the overriding hues.

Other than that, the demo is almost exactly the same as *State of the Art*, but without the clever morphing and animation techniques which that rival demo puts to good use.

This is a new concept in trackmos, though – not just fit-inducing but also vomit-inducing. How sick can these people get? Seriously, not a bad demo – but next time, not so heavy on the diced carrots please, coders!

3 WAYS TO STOP SMOKING

ANIM

TELESCAN

This, er, delightful little animation tries to offer nicotine-addicted Amiga fans the best three ways to give up the evil weed… or at least the best which spring from the fevered depths of the animator's imagination.

His ideas are very good, in that the poor guy demonstrating the methods involved will probably never smoke again. Jumping from the roof of a tall office block, driving your car off the top a cliff and chopping your arm off with a meat cleaver are the three somewhat radical ideas which are given the full cartoon animation treatment.

The ideas aren't new, every single one having been done before by cartoon animators, and they're not even very well animated. But, they are sick and twisted, so fans of sick and twisted stuff will smirk. Like me.



Our… errm… hero takes a last couple of drags before giving up – giving up his left hand, that is!

THIS MONTH'S TOP 10 GAMES & UTILITIES

Every month, we peruse the best seller lists of a prominent PD company. This month, it's the turn of…

CYNOSTIC PD (YET AGAIN!)

1	Pygmy Projects "Extension"	D0182	6	Arise "Pure Style"	D0155
2	Sagazity "Insane"	D0172	7	Genocide "Aural Illusions"	S0156
3	Abyss "Music for the Lost"	S0153AB	8	KK "Drink Tea" [Needs FastMem]	D0175
4	IBB "Manga S/S" [Needs FastMem]	P0056AB	9	NFA "Bodyshop #2" [AGA Only]	P0055AB
5	Energy "Rhythm Device"	S0157	10	LSD "Simply the Best #54"	D0188

WHERE TO GET THE DISKS IN THIS ISSUE

CYNOSTIC PD, 85 Wyken Croft, Coventry CV2 3AD. 0203 613817

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D2...Intercepter Demo
D4...Wild Copper
D10...17Bit Music Demos
D11...World Demos 21
D13...Total Remix Demo
D14/15...Predators (2)
D20/21...Red Sector (2)
D24/25...New Tek Reel 3 (2)
D26...Total Remix 2 Demo
D27...T.V Theme
D30...Epic Demo
D34...P.D Collection
D36...Virtual Worlds
D37...Vectra Sinking Demo
D38...TFF Demo Voyage
D40...Safy Demo
D59...Video Effects 3D
D64...Cult Vector Dance 2
D68...Phenomena Demo
D70...Amos 3D Demo
D74...A Trip to Mars
D76...A2000 Genlock Demo
D81/82...Budbrain 1 (2)
D83...Budbrain 2
D85...Cronics Neverwhere
D87...Piranha Demo
D101...Alcatraz M/Demo 3
D102...A Chaplin Demo
D103...Total Destruction
D105...Mr B Demo Comp 4
D106...Walter S.T Demos
D111...Delcon 1
D117...Aurora M/Demo
D118...Cult M/Demo 2
D125...Precise Demo
D133...Fascination
D136...Goldfire Megademo
D137/138...So What (2)
D139...Devils "No Reality"
D144...The Silents "Ice"
D145...Crystal Symphonies
D148...Ray Of Hope 2
D149...No Brain No Pain
D158/159...Cyborg Demo (2)
D195...Coaxial Comp
D197...MC Disk 1 Coma
D199...End Of Century 1999
D206...Dreamers 3
D208...Avengers M/Demo
D216/217...Bass o Matic (2)
D218...Disorder Demo
D219...Tuff Enuff
D225...Cool Fridge Demo
D226...Hardcrack M/Demo
D233...Hypnautic Hammer
D235...Six of One Demo
D238...Planetside
D239...Lemmings Revenge
D240...Total Respray
D243...Budbrain 3
D244...Phenomena Inerspace
D245...Total Retrial
D247...Pulling the Trigger
D253...CES Demos
D256...Total Recount
D257...Total Rebate
D262...Spasmolytic
D264...D-Mob M/Demo
D267...Sun Connection 2
D270...Kefrons The Wall
D271...Timex Hydra
D272...Electric Demos 1
D274...Defpackers Demo
D276...Cave La Weird
D279...Iraqi Demo
D280/281...Delerious (2)
D290...Popeye Demo
D292...Excalibur Demo
D298...Silents + Anarchy
D301...Subway Demo
D302...Tarot Demo
D303...Despair Demo
D307...L.S.D Demo
D312...Devils Colours
D314...Trakmo
D315...The Groove Ramjam
D322/323...Star Wars (2)
D325/326...Real Empathy (2)
D328/329...Red Dwarf (2)
D330...Darkness M/Demo
D332...Melted Experience
D333-337...Odyssey (5)
D338...Beastie Boys Demo
D340...Watchman Demo
D341...Anarchy Smoker Co
D342...Ed 209 The Revenge
D343/344...Hardwired (2)
D346...Wildfire M/Demo
D347...Mindwarp M/Demo
D348/349...Skizzo Demo(2)
D350-352...Treacle Team(3)
D358...Mr Men Stories
D359...Seeing is Believing
D360...State of the Art
D361...Mayday Resistance
D362/363...Jesus on E's(2)
D364...Fish Tank
D365...Optimum Pressure
D366...Mind Riot
D367...In the Can Demo
D368...Dynamic Illusions
D369...Piece of Mind
D370...3D Demo 2
D371...Lethal Exit

UTILITIES

U1...Games Music Creator
U21...The Comms Disk
U32...Modem Utils
U34...Red Devils Utils 1
U36...Soundtracker Special
U38...Paint, Music, Media
U39...Card Designer
U40...Spectrum Emulator
U41...Red Devils Utils 4
U43...Future Composer
U44...Kefrons Makeboot
U45...P.E Giant Utils 168
U47...Label Designer
U49...Ultimate Icon Disk
U50...Power Comp Utils
U51...Jazz Bench
U55...Visicalc
U57...Quickbench
U59...Font Designer
U60...D-Paint Fonts 1
U61...D-Paint Fonts 2
U62...Med 3.20
U63...Direct Anim Creator
U64...Crossword Designer
U66...CLI Help + Others
U67...S/Tracker Mega
U68...Ultimate Boots 1
U69...Ultimate Boots 2
U73...Powerlogo
U74...M-Cad
U75...Journal Home Acc's
U76...Home Utilities
U77...Electrocad
U78...Ami Base
U81...Bootbench V2.0
U82...Slideshow Maker
U83...Catalog Workshop 1
U84...Catalog Workshop 2
U87...Hard Disk Utils
U89-94...Amateur Radio (6)
U95...C-Light + Others
U96...GFX Utils 1
U100...Ham Lab
U101...Sid V2.0
U108...A-Gene
U113...Midi Utilities
U118/119...Video Utils (2)
U132...GFX Utils 2
U133/134...North C (2)
U136...CrossDoss (demo)
U138...Squid Squad Utils
U139...Terminalities V1.0
U140...Squash 1 (2.04 only)
U141...Squash 2 (2.04 only)
U142...Text Plus 3
U144...Dennis Samples 1
U145...Digital Intro Design
U146...Viz Clip Art
U147...Spectrum Emulator
U151...Slipstream V/Killers
U152...Red Devils Utils 6
U154...Amigafox W/P
U155...P.D Utils Docs Disk
U163...Quickbench + (2.04)
U164...Rim Database
U166...Dennis's Hack Disk
U167...Demolisher Utils
U168...Home Business 3
U172...Squelch (1.3 only)
U176...GFX Utils 3
U177...Star Charts
U179-180...Dice (2)
U181...Celtic Demo Maker
U186-206...Track Ins 10-30
U207...Icon Collection 1
U208...Dave Jones Fonts 1
U210...Ultrapaint 3
U211...Chemesthetics
U212...Animated Pointers
U213...Desk Top Publisher
U214...Deskbench Icons
U215...Messy Sid 2
U216...Master V/Killer 2.2
U218...Data Base Wizard
U223...Ten Pin Database
U224...Q-Base Database
U226...Games Solutions 1
U231...D-Paint Fonts 3
U232...Games Cheats 2
U234...Flexi Base
U235...Ami Cash VI
U236...Iconmania
U240...Icon Editor
U252...Opticomms 2.0
U254...New Superkillers 2
U255...Protracker v2.0
U256...Atari ST Emulator
U258...D-Copy 3
U262...PC Emulator
U263...Med 3.21
U273...Vidi Fonts 1
U274...Illinoi Labels
U275...600 Business Letters
U279...Invoice Printer
U280...Woman V2.02D
U283...Headline Fonts
U289...Amos Updater
U290...Kickstart 2.04
U292...Black Tiger Utils 1
U293...Black Tiger Utils 2
U294...Text Engine V4.0
U295...Game Tamer
U296...Ultimate Disk Crea
U297...10 PO Copiers
U298...Protracker V3.0

GAMES

G1...Return to Earth
G2...Games Comp 5
G3...Dizzy Lizzy
G4...Scum Haters
G5...Parachute Joust
G6...Frantic Freddie
G8...Twintris
G9...Pseudo Cop
G10...Drip
G11...Bug Bash
G12...Asteroids
G13...Llamatron
G14...Escape From Jovi
G15...Moria Adventure
G16...Ground Attack
G17...Megaball
G18...Insiders Club
G19...Various Adventures
G20...Battleforce
G22...Dragon Cave
G24...Rings of Zon
G25...Mayhem
G26...Mechflight
G27...The Tennis Game
G28...Flaschbier
G29...Buck Rogers
G30...Greyslayer
G31...7-Tiles
G32...Mega Comp 1
G33-34...Star Trek 1 (2)
G35-37...Star Trek 2 (3)
G38-39...Mechforce (2)
G40...Klondyke
G42...Car
G43...Games Comp 2
G44...S.E.U.C.K Games
G45...Sacc Games Comp
G46...Games Comp 3
G48...Rays Game Disk
G49...Games Comp 4
G50...Games Comp 6
G51-52...Trucking (2)
G53...Jetpac
G55...Quick and Silva
G56...Miniblast
G57...Lamer Game
G58...Games Comp 7
G59...Games Comp 8
G60...Pom Pom Gunner
G61...Cavernunner
G62...Crystal Caverns
G63...Intact
G64...Eternal Rome
G65...Lemmingoids
G66...Downhill Challenge
G67...Lame ST Ports
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G69...Puggles
G70...Chainsaw Death
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G105...Games Comp 9
G106...Computer Conflict 2
G107...Mission X Raid 2
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G109...Antep + Slot Cars
G110...Tricky + The Turn
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G112...Games Comp 10
G113...Black Jack Lab
G114...Dungeon of Madroj
G115...Amiga Columns
G116...Robocop In Iraq
G117...Mutant Camels
G118...Games Comp 11
G119...Number Fumbler
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G123...Card Sharp 1
G124...Bart Simpson
G125...CC Games Comp
G126...Air Ace 2
G127...Breakout Con Kit
G128...Pipeline
G129...Dung of Doridian
G215...Amos Games 1
G212-214...Timelords 6-8

G132...Peters Quest
G133...Star Trek 3
G134...Piperider
G139...Door To Door
G143...Solid Quad
G144...Omega Race
G145...Mission X Raid 3
G146...Trek 73
G147...Wack In Wonderland
G148...Squats Revenge
G149...Sky Fight
G150...Wet Beaver
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G161...E-Type
G162...TomCat
G163...Sea Lance
G164...Dizzy Diamonds
G165...No Mans Land
G166...Word Square Solver
G167...Cross Fire
G168...Wastelands
G170...Space Blitz
G171...Crazy Sue
G172...Make A Break
G173...Squamble
G174...F-1 Challenge
G175...Othello
G178...Evil Dead Game
G179...Trainset
G180-181...P Comps 1+2
G182...Diplomacy
G183...Tractor Beam
G184...Motor Duel
G185...Game Boy Tetris 2
G186...Water Works
G187...Act Of War
G188...Mutants Games
G189-193...Timelords 1-5
G194...Nirvana
G195-196...Neighbours (2)
G197...Amoeba Invaders
G198...Game Boy Tetris 1
G199...Tetren
G200...Battlecars 2
G201...Dr Mario
G204...Ashido
G205...Cheats Disk 2
G206...Cheats Disk 3
G207...Next Generation
G208...Airport
G209...F.R.A.C.
G210...The Golden Fleece
G211...Legend Of Lothian

SLIDES

S1...Ham Pics Show 1
S4...Madonna Slides
S5...Moviestar Slides
S6...Party Disaster
S8...Immaculate Collection
S9...Simpsons Slides
S10-11...Channel 42 (2)
S12...Bruce Lee Slides
S14...Addams Family
S15...Viz Mag Slides
S16...Boris 13
S17...Docklands Jarre
S18...Dr Who Demo
S19...Napalm Death
S20...Nasa Slides
S21...Exodus 3D Slides
S22-24...WWF Slides (3)
S26...Cascade Demo
S27...Demons Slides
S28...Total Recall
S29...Joe's Slides
S30...Ham Pics Show 2
S31...D-Paint Slides
S32...Neighbours Slides
S33...Roger Dean Slides
S34...Iron Maiden Slides
S35-36...Tobias Richter (2)
S37...Joe Tri Slides
S38...Basket Case 2
S39...Eces Slides
S40...Fraxion Devine 2
S41...Fraxion Devine 1
S42...Golems Gate Slides
S43...Chainsaw Slippers
S44...Cry For Dawn
S45...Forgotten Realms (2)
S47...Kick Off 3 Slides
S48...PD Slideshow
S49-52...Terminator (4)
S53...Robocop 2 Slides
S54...Trackmaster Slides
S55...Forgotten Realms 2
S56...Garfield Slides
S57...Pawnbroker Slides
S58...Hellraiser Slides
S59...Night Breed Slides
S60...Raytracing
S61...Horror Slides
S63...Tate Gallery 2
S64...Rock Star Manager
S65...Images Slides
S70...Muscle Mania
S71...Creature Comforts

S72...The Wonder Years
S73...Watership Down
S75...Ferrari 348 Pics
S76...Belinda Carlisle
S77...Cher Slides
S79...Freddies Dead
S80...Wendy James Slides
S81...The Invisible World
S82-83...Terminator 2 (2)
S84...Fantasy Pics
S85...Gulf War Slides
S86...Magical Pics
S88...Gulf War Tribute
S89-90...S/Thing Fishy (2)
S91...Eldorado Slides

ANIMS

A1...Probe Sequence
A2...Ghost Pool
A3...Jogger + Magician 1
A4...Gymnast Demo
A5...Fractal Flight
A6...Basketball Demo
A9...Magician 2
A10...Pugs In Space
A11...Luxor Teenager
A13...Juggler Demo
A16...Cool Cougar
A17...Mono Cycle Anim
A18...Robocop Anim
A20...Mayhem on Wheels
A21...Jugette 2
A22...Shuttlecock Anim
A23...T-Pot Anim
A27...Fleet Manouvre
A28...Billiard Anim
A29...E/Prise Leaves Dock
A30...Star Wars 2 Anim
A31...Star Trek Anim
A32...Fraxion Revenge
A34...Madonna Anim
A35...Stealthy Anims 2
A36...Raiders Of The Lost Ark
A37...Bugs Bunny Show
A38...Iraq V's UK Anim
A39...Mike Tyson Anim
A40...Knight Anim
A42...Walker 2
A43...Walker 3
A45-46...Light Cycle (2)
A47...Exploding Head
A48...Police Car Chase
A49...Top Gun Demo
A50...Animators Demo
A51...5 Ways to Kill a Mole
A52...Another 5 Ways
A53...Batman The Movie
A54...3D Spaceship
A55...Mr Potato Head
A57...Camouflage
A58...VGA Anim 4
A59...Low Level Flight
A63...Amy V's Walker
A64...Real Pinball Anim
A65...Franklin The Fly
A66...Porky Pig Anim
A67...Adventures of Chuck
A69...Bunsen Burner
A70-71...Max Overdrive (2)
A73...Spaceshuttle Anim
A74...Ghostbusters + Horse
A76...Alarm Anim
A77...Flight Anim
A78...Piano Anim
A79...Dart Anim
A80...Bad Bird Anim
A81...Holiday Anim
A82...Fillet The Fish
A83...The Boings
A84...Clothes Peg
A85...Miners Anim
A86...Pocket Watch Anim
A90-93...The Movies 2 (4)
A95...My Tin Toy
A96...T-Pot 2 Anim
A99...Terminator 3
A100...Dolphin Dreams
A101/102...Thunderbirds (2)
A103...Histor Of Amy
A104...Pogo Anim (2 Meg)

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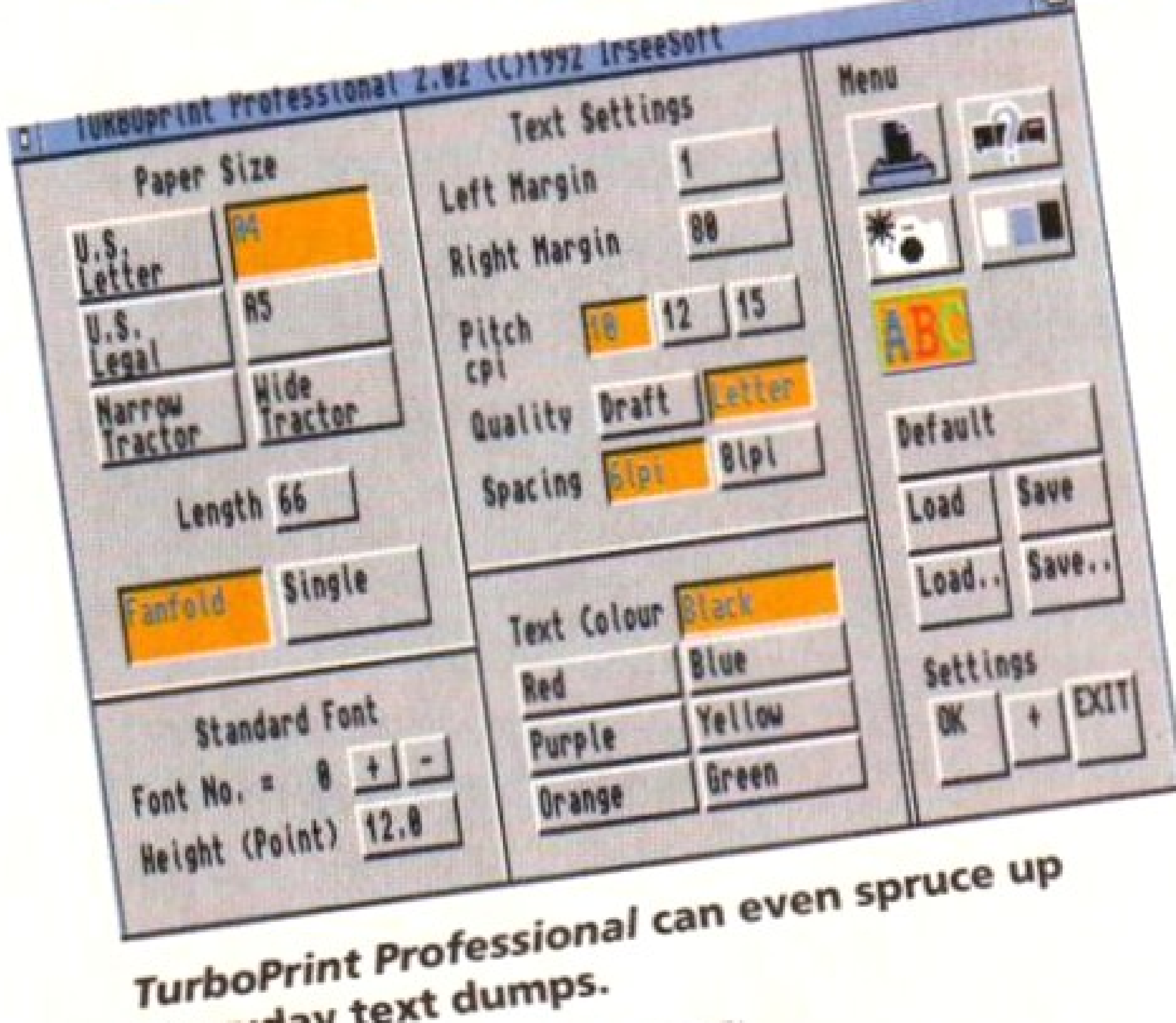
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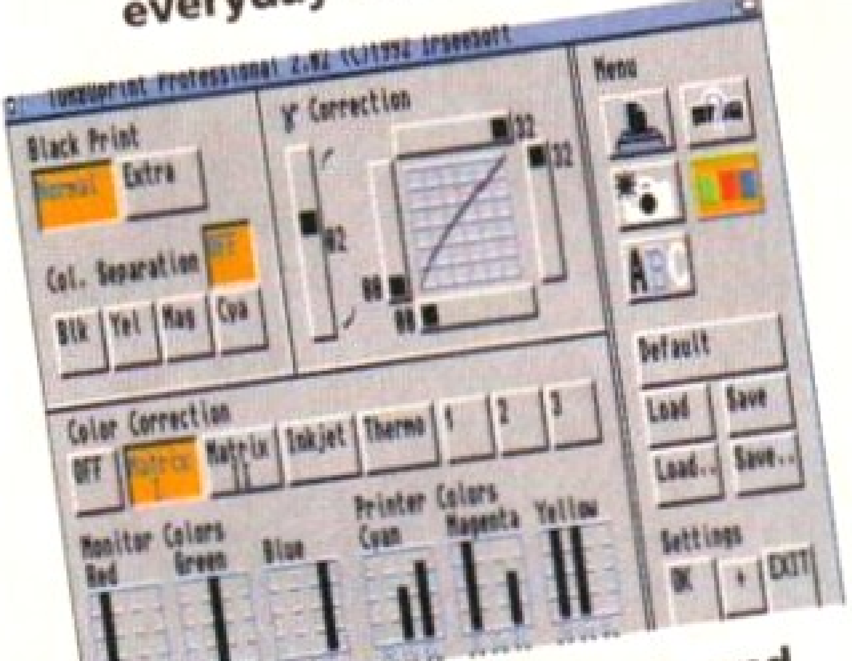
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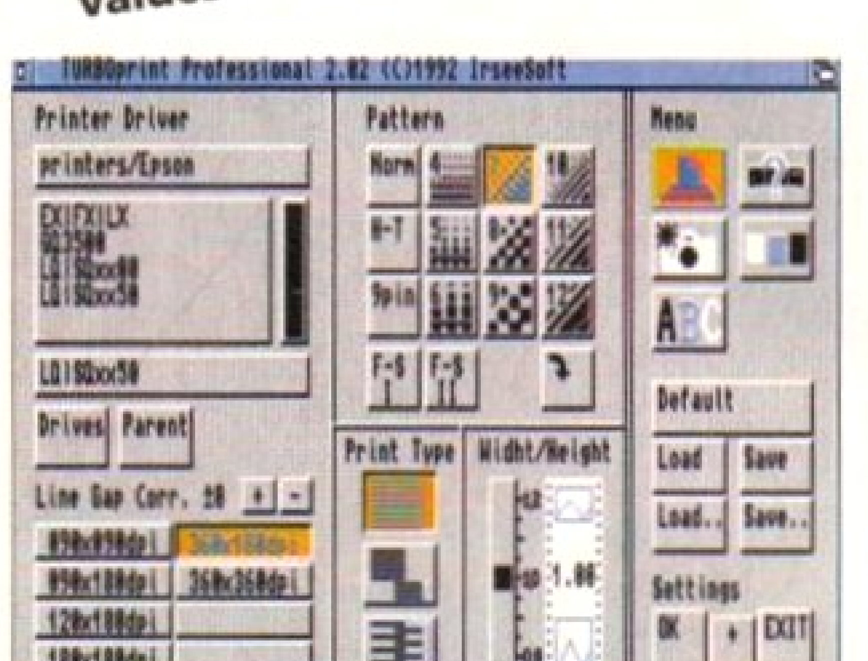
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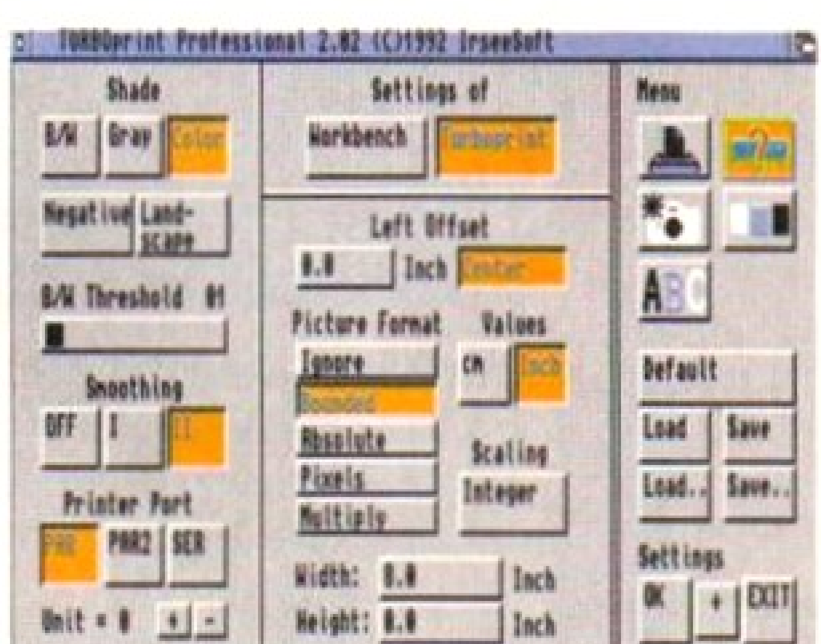
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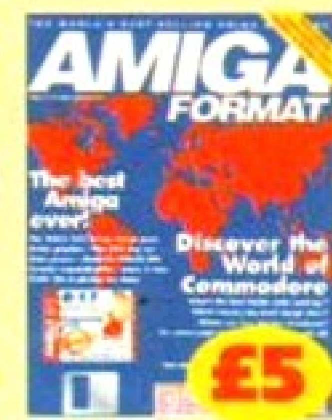
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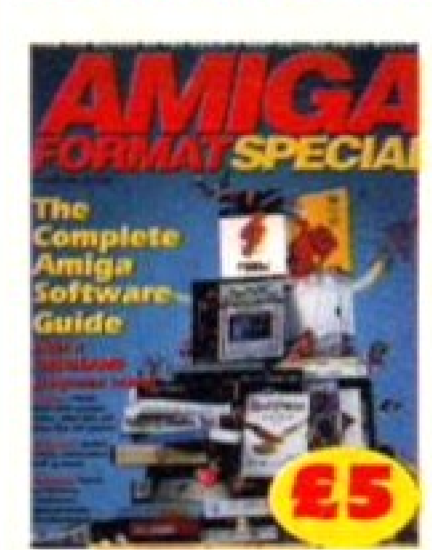
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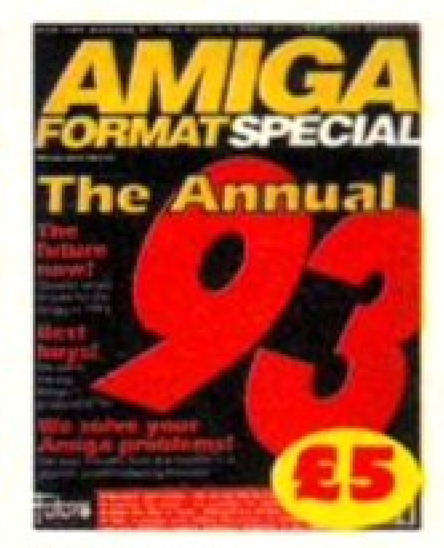


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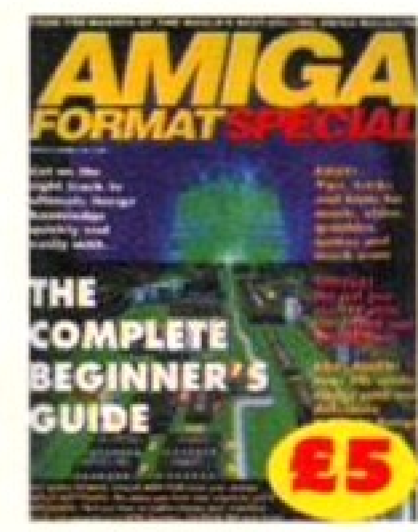
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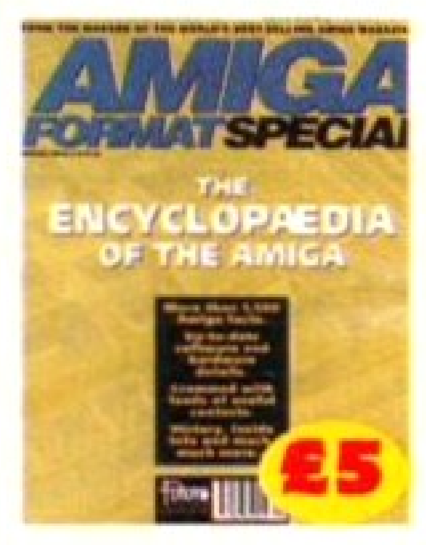
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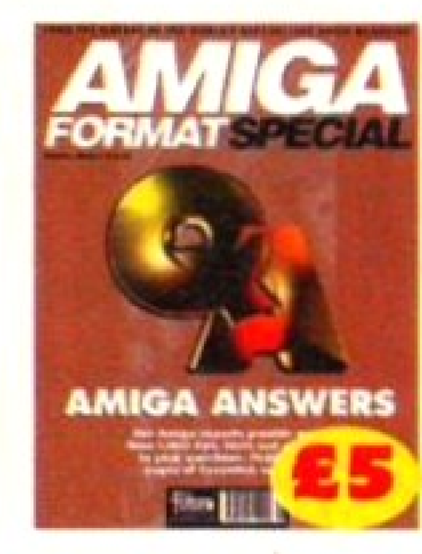
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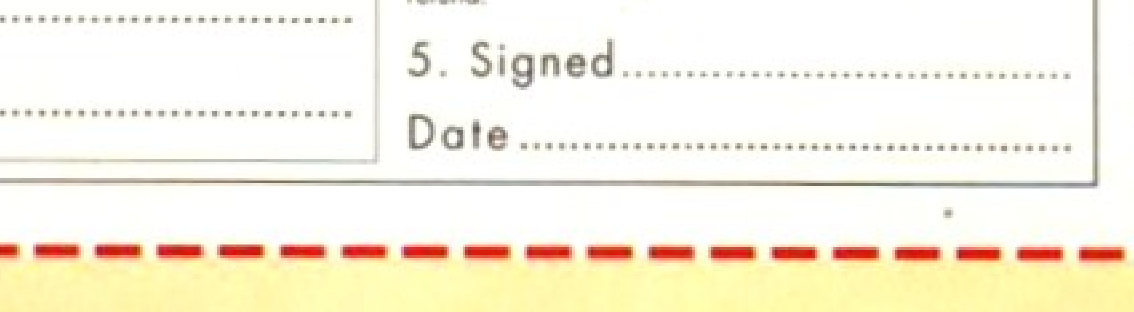
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Adorage



On issue 48's Coverdisk we featured a working demo of Micro-PACE's excellent video effects titler, ***Adorage***. Now we're offering ***AF*** readers a special deal for the full version, including full technical support and a manual to help you make the most of all the titling effects.

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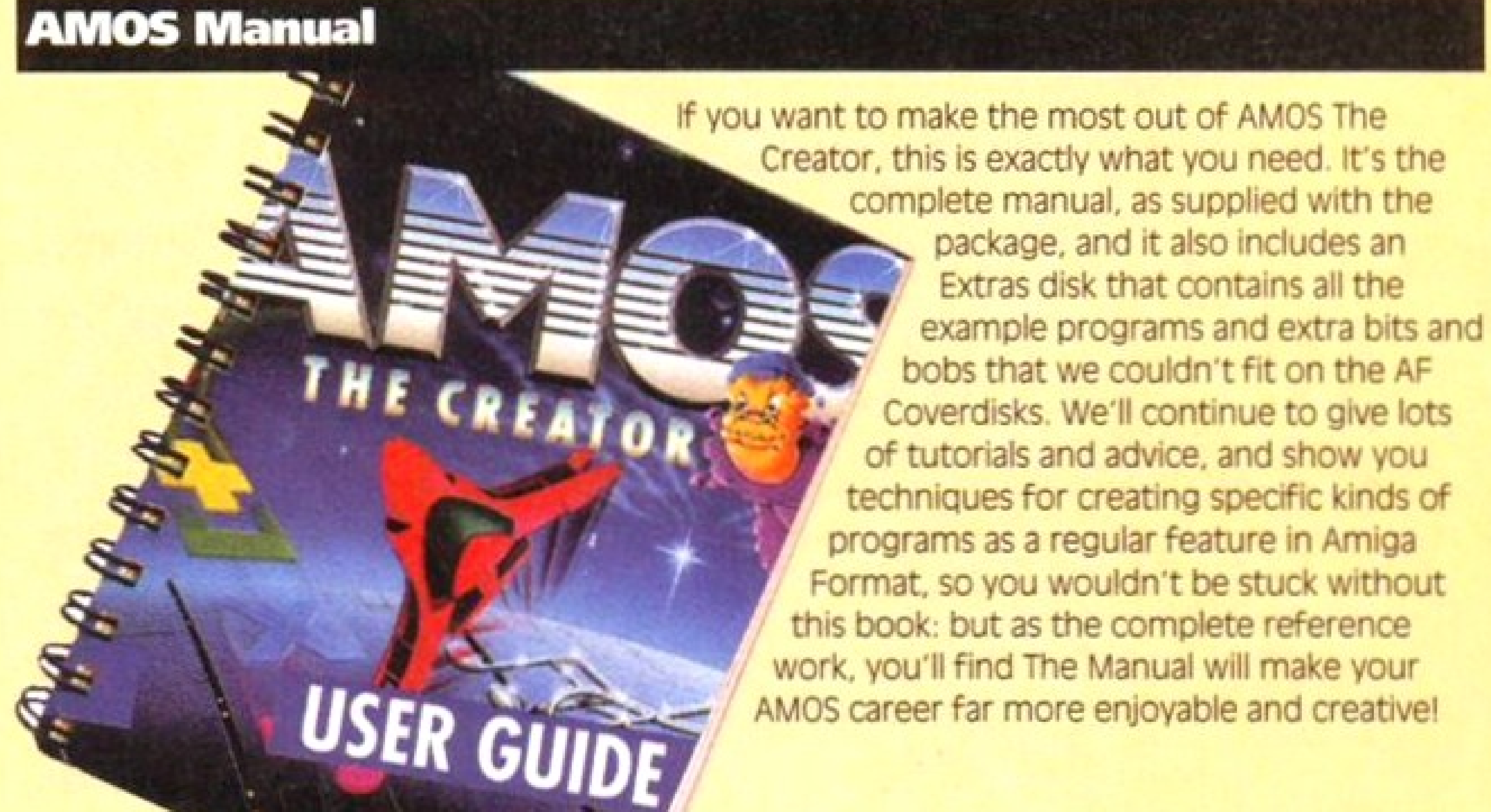
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AMOS Manual



If you want to make the most out of AMOS The Creator, this is exactly what you need. It's the complete manual, as supplied with the package, and it also includes an Extras disk that contains all the example programs and extra bits and bobs that we couldn't fit on the AF Coverdisks. We'll continue to give lots of tutorials and advice, and show you techniques for creating specific kinds of programs as a regular feature in Amiga Format, so you wouldn't be stuck without this book: but as the complete reference work, you'll find The Manual will make your AMOS career far more enjoyable and creative!

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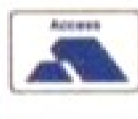
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WorkBENCH

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THIS AMIGA IS DEAD

From P Leonard, Great Yarmouth

Help, I think I have killed my Amiga. I have an A600HD and I was mucking about with the hard drive trying to save software to it. Having given it up as a bad job I reset the machine only to get the message "Not a DOS disk in Device HD0:". Is this incurable or should I register it with a hospice? Please help. I don't even have the manuals any more and don't know where to get a replacement.

Well, whatever you tried to do to your hard disk, it didn't like it very much. What has happened is that the sectors on the disk which contain vital booting and DOS information have been corrupted. This probably happened if you turned the machine off while the drive was being accessed – very naughty!

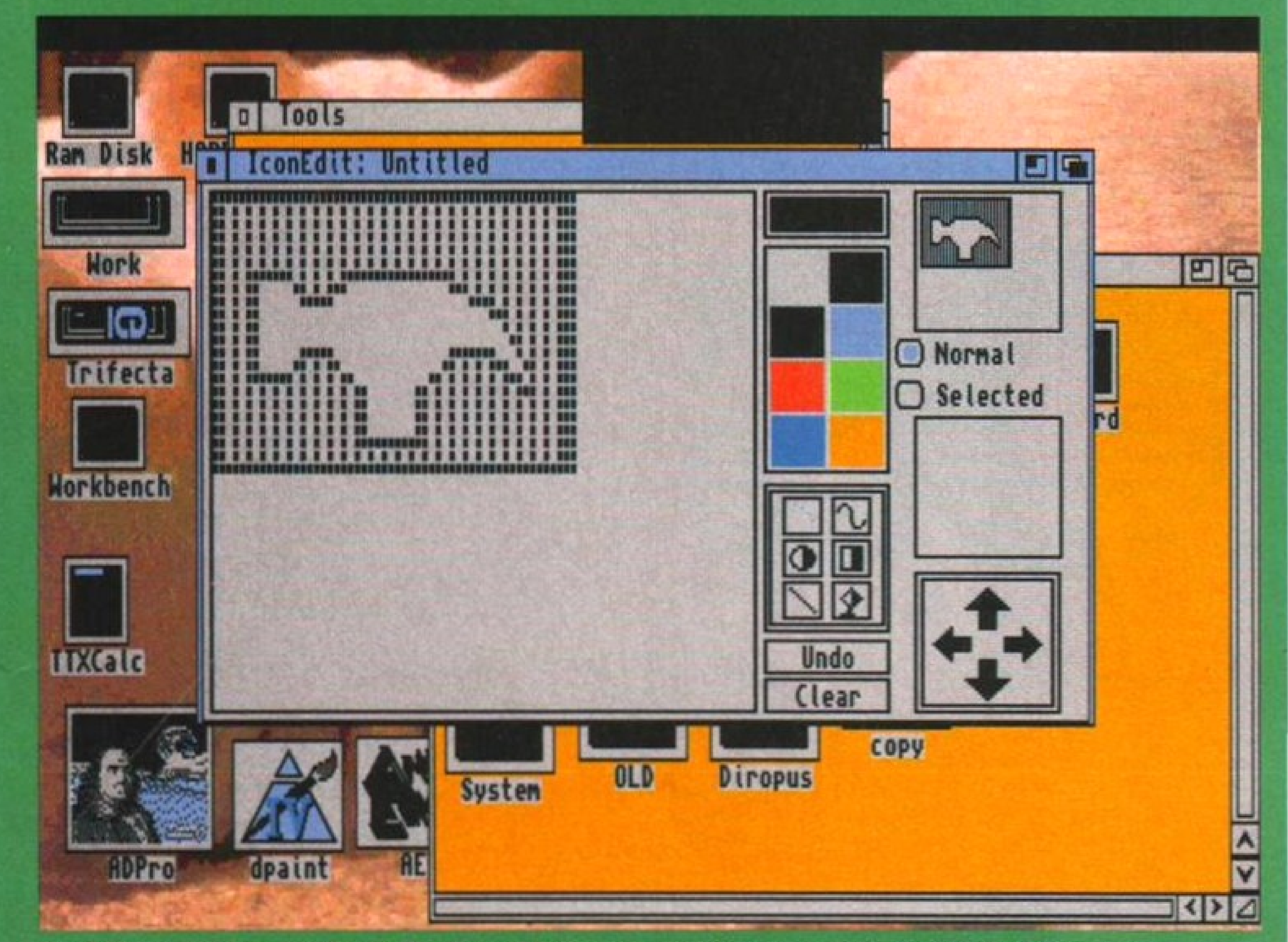
There are two things you can do. If you had vital information on the disk you can try resurrecting it with a recovery program such as *FixDisk* (which is PD and available from all good libraries). If you don't care much for what was on the disk, you can simply reformat it.

To do this you need to boot up from a Workbench floppy disk. When Workbench has loaded, click once on the hard disk's icon (which will be displayed as HD0:??? or HD0:NDOS) and

Continued overleaf ☛

BLANKED BY ICONEDITOR

From Graham Birks, Chesterfield, Derbyshire



IconEditor on WB3 has hidden depths. If vast blank spaces are giving you grief, why not check the menu?

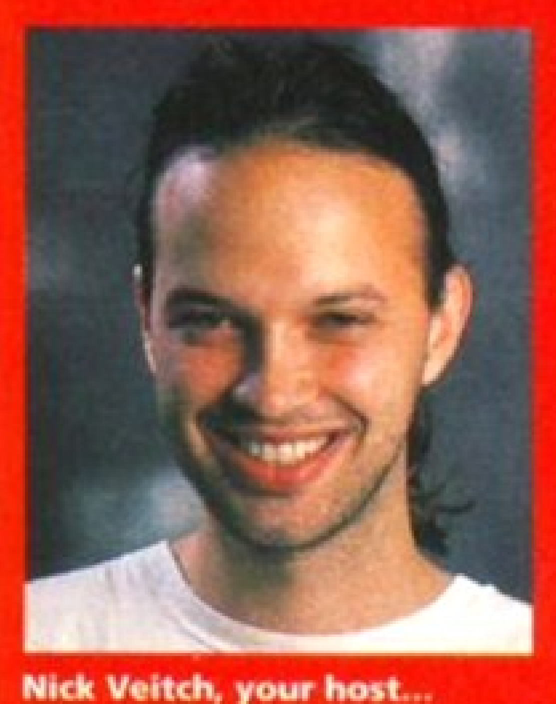
I have an A1200 with an 80Mb hard drive and I have a few questions. On *IconEditor* which comes with WB3, when I design icons for the RAM disk and my hard drive and then save them they leave a big blank space where I haven't actually drawn anything. I've gone right through the manuals but have found no solution to this.

Also, I already have *DPaint IV* and I want an AGA paint program. Would it be worth getting *DPaint IV AGA* or should I wait for *DPaint V*?

Well, the *IconEditor* problem is quite simple. When you have finished drawing your design and are ready to save it, simply select the Auto TopLeft option from the Extras menu. This will reposition your icon into the top left-hand corner of the editing window and eliminate any spare background colour which is left underneath and to the right of the image you have drawn. Now save the icon without making any other changes and your problems will be solved.

As to the *DPaint* question, it is very likely that EA are thinking about a *DPaint V* and that, since *IV AGA* has been included in the new A1200 box, its release will be sooner rather than later. Upgrade deals are always available, though, so if you can't wait, go for the AGA version now and upgrade later. It may be that you don't need the latest version – don't buy until you have seen the authoritive review in *Amiga Format*!

IF YOU HAVE A QUERY...



Nick Veitch, your host...

At *Amiga Format* we aim to answer as many questions as we possibly can every month, and hopefully to sort out all your problems. Of course there are always more questions than answers, so we have to prioritise queries according to the following factors:

- **Frequency.** If a lot of people seem to be having problems with their Supersonic KY3000 printers then we will print one letter and the definitive answer, encompassing all the most frequently posed problems.
- **Difficulty.** If the problem is actually something which only someone with some insider technical knowledge would be able to solve, it is more likely to be answered in these pages than a problem which arises simply because you haven't read the necessary documentation.
- **Impact.** Quite simply, a question which involves you not being able to use your machine or some peripheral or software at all will be given a higher priority over a difficulty which is little more than a slight inconvenience.

Unlike some magazines we won't just concentrate on the areas of expertise we are most familiar with, we will take on any problem (as long as there is an Amiga involved in it). We have even enlisted the help of Commodore's Chief Engineer for those particularly tricky questions. As you can understand, we do get a lot of questions. If you want to get yours noticed, here are a few tips:

DO

- Be concise.
- Detail as best you can the actual problem.
- Where applicable, describe the sequence of events that caused the problem.
- Give details of the equipment you are using (including which version of Workbench you are using and which model of Amiga you have).
- Make sure your question is relevant, and wouldn't be more easily solved by the dealer you bought the goods from.

DON'T

- Tell us all about your aunty Ethel for three pages and then explain your problem.
- Write in with questions like "I added a hard-drive to my machine and it doesn't work – what should I do". (Which machine? Which drive?)
- Send an SAE expecting a personal reply. The chances are extremely slim.

Please bear these points in mind and remember that we are trying our best to help you.

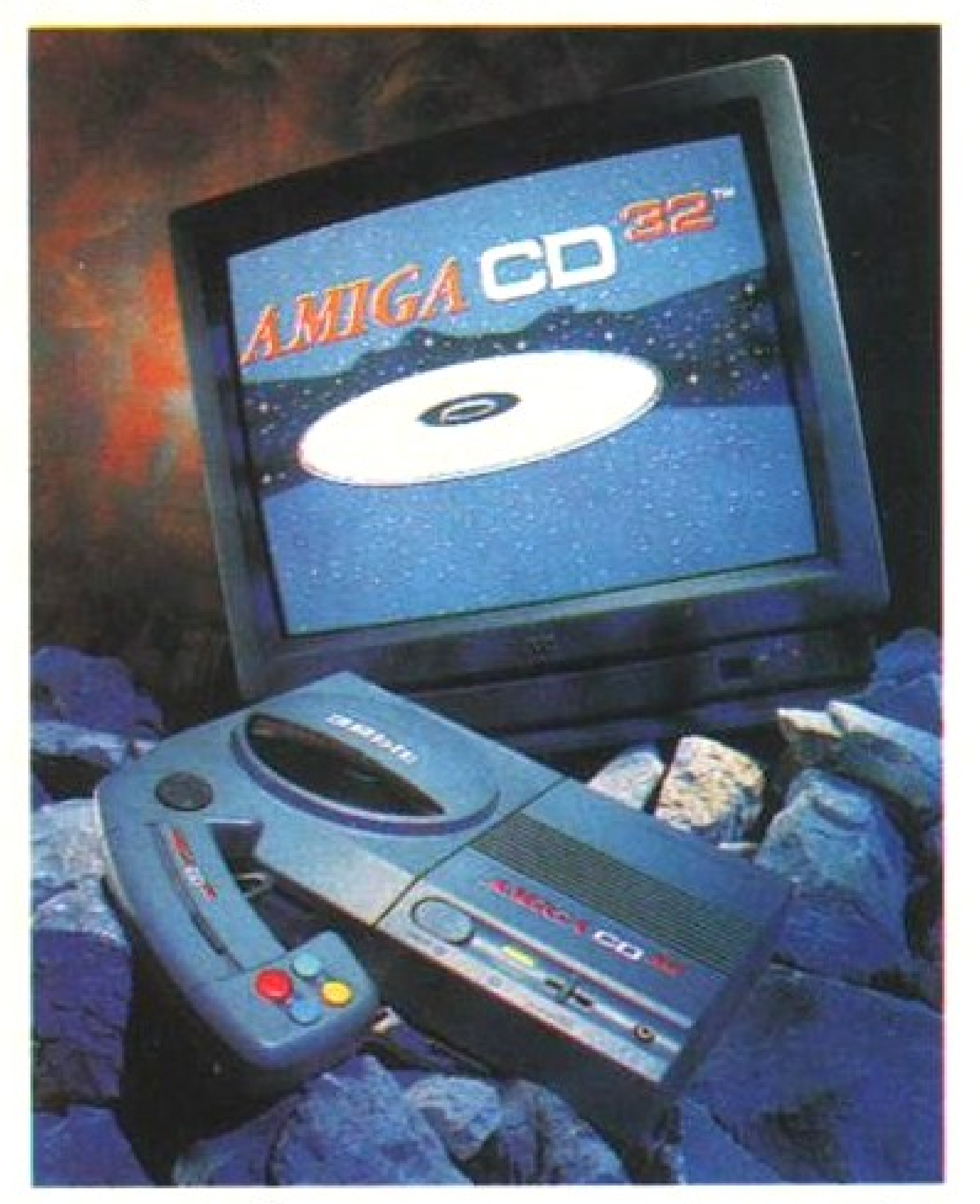
select Format Disk from the icon menu. Once the disk has formatted you will then have to copy all the Workbench stuff back on.

As for manuals, they tend to only come with machines, but you could phone Commodore on 0628 770088 and ask nicely.

CD CONSOLES? OR IF NOT, WHAT?

From Jeffrey Levine, Cheadle Hulme

I have a few short questions to ask you.
1) Should I get an A1200 or a CD32?
2) Why do games tips appear in the mag so soon after the game is released? I find this annoying because I only have the game a few days and then it is finished.
3) Will the Action Replay III work with the CD32?
4) Why is the Amiga CD32 always compared to the Sega Mega Drive when everyone knows the Amiga is much better?



The Amiga CD32 is obviously superior to the Mega Drive, but what of the other CD-based systems?

Well, here are a few brief answers then.
1) Buy both. They're both brilliant.
2) They generally appear at least two months after a game is reviewed and often longer. If you think this is too quick you could always bury your issue in the back garden and dig it up six months later.
3) No.
4) Because it is the only other CD-capable console unless you count the 3D0 (which isn't released) or the CD-i (which is more than twice the price).

SEEING THE LIGHT

From David McAllister, Belfast, Norn Iron

Having just bought an A600 I have just one question. In the user manual it states clearly that you must not remove a disk from the computer's drive while the drive light is on.

When playing games such as *Flashback*, it asks you to change disks, but the drive light remains permanently on. What is going wrong?

There is nothing wrong with your machine. Unfortunately many games programmers don't expect Amiga owners to follow the advice in their manuals. What is usually happening in these cases is that the drive is spinning but the heads aren't actually accessing the disk itself.

So long as you *only* ever do this with games and you make sure you can't hear the disk spinning, it is not dangerous to remove the disk at these times, but it does cause a small amount of unnecessary extra wear and tear on your disk drive. If everybody wrote stern letters to the games software houses involved in doing things this way, perhaps this bad habit would die out…

A1200 WORRIES

From Peter Worrall, Cleethorpes

After recently upgrading from an A600 to a nice new A1200 I was somewhat surprised to discover that Workbench 2.05 worked on the new machine. I was given to understand that in order to run a Workbench disk, you needed to have the corresponding ROM – please explain.

Also, when I select the Original Chip Set from the boot menu, will this option stay operative until I reboot the computer?

Lastly, when I turn the computer on it takes over ten seconds before the Insert Workbench screen appears. This process only took about six seconds on my A600. Is there something wrong with my new machine?

Well, any previous version of Workbench should run on the A1200. If they didn't, self-booting PD disk and magazine Coverdisks would have a hard time. It doesn't work the other way round, though – a 1.3 machine won't run WB2 or WB3.

When using the boot options they are only effective until the next reset – if you turn the machine off or reset it using the keyboard any options will return to the default settings.

The A1200 does take longer to 'warm up', because the ROM has more system checks to make (more custom chips, more memory… it all adds up to more work for the ROM). Ten seconds does seem a little long, but if it comes up in under 15 I shouldn't worry.



AMOS ANSWERS

THIS MONTH IN the new-look Workbench section we see the start of a new column dedicated to the thousands of people enjoying the fruits of the amazing complete *AMOS* Coverdisk program we gave you as a rather nice little present to celebrate the festive season last Christmas.

There are always a few problems when trying to get to grips with a new programming language – especially if you are completely new to programming. Hopefully the Mastering *AMOS* series we have been running will have got you off to a flying start, but if you have more specific problems this is the place to come.

Every month the most interesting or tricky problems will be answered here, so if your utility isn't working quite the way you intended it to, your code gets all twisted up in knots or your programming skills desert you when it comes to parallax scrolling, get writing now!

Q The first problem comes from **Paul Smith of Merseyside**. He asks: "Is there any way of having two AND commands in an IF command? I am trying in vain to put exceptions to months in a diary program – 29 days in February in a leap year, thirty days in April and so on. At present my line reads as follows:

```
If Year$="96" and MONTH$="2" and MOTH-
DAY$="29" THEN LOOP
```

"This references back to a DO command earlier in the program. Every time I try this or something similar I get an error informing me that I am mismatched. What can I do?"

A Well, the problem is that *AMOS* likes to have just as many LOOP commands as it has DO commands. If you have several of these exceptions then you will have more LOOPs than DOs which will confuse *AMOS*. Although some languages will allow you to have conditional loop commands, this is very bad programming practice and I fully support *AMOS* in not allowing this.

What you will have to do is set up a flag system and use the REPEAT command, like this:

```
REPEAT
        ...
        ... ;your loop code
        ...
        If Year$="96" and MONTH$="2"
and MOTHDAY$="29" THEN Flag=1
        If MONTH$="4" and MOTHDAY$="30"
THEN Flag=1
    ...     ; and any more exceptions
UNTIL FLAG=1
```

That should solve your problems. Using a flag system to exit your loop is not only *AMOS*-approved, but also makes your code a lot easier to follow.

Q Our next problem is from **Zoë Curbishlex of Lower Peover, Cheshire.** She tells us: "I have written a number of small programs in *Easy AMOS* but my programs always seem to get very large. Also I don't understand how I can use graphics, such as those created in *DPaint*, in my *AMOS* programs. Do you know where I can get old *AMOS* code which I could use for reference?"

A Well, without seeing any examples of your code I'm not terribly sure exactly where you are going wrong with your code. It seems likely

MAXIPLAN PLEA

From Mark Anderson, Leven, Fife

I own an A500 Plus with 2Mb RAM and an external drive. I recently purchased *Maxiplan 4*, but have had a lot of trouble getting it to work.

Every time I try to double-click on the icon an error message appears telling me that I need "explode.library v4+".

The libs directory on the disk contains a file called explode.library but when I attempt to move it I get the message "Error 213 – disk not validated". Please, please, say that you can help.

I can help. Is that good enough?

No, I suppose you want me to tell you what's going on. Well, the program is looking for the explode.library in the libs directory of your start-up disk. There are two things you can do.

You could boot directly from the *Maxiplan* disk, which should solve all your problems. Alternatively, you could copy the library to the libs directory of your usual boot-up disk, which is what I presume you were trying to do when you got the error message.

If the disk is not validated, AmigaDOS will not allow you to write to the disk at all. This is because without validation the system doesn't know which parts of the disk are in use and doesn't want to delete them accidentally.

The best course of action would be to make a copy of this disk immediately, then try and copy the library you need.

HOW MANY MEGS?

From Matthew Aylen, Colchester, Essex

I want to buy a hard drive for my A1200, and I have a large collection of games and utilities which

Continued overleaf ☛

NO MORE FLICKING VIDEO MODES

From Nigel Stutt, Whitley Bay, Tyne and Wear

I have read your answers to similar queries regarding video resolution images, monitors and flicker fixers but I am still confused. I would like to set up an Amiga system capable of generating images in *Real3D, Imagine, DPaint* and *Morph Plus*.

I know that it is necessary to get a flicker fixer for the A500 to use high resolutions, and I assume the 4000 has one built in, but what about the A1200? What sort of A1200 setup would I need to produce images of a quality similar to that of those produced by Foundation Imaging for *Babylon 5*, as shown in your excellent article?



Resolutions of up to 676 by 547 are available without resorting to an interlaced display mode and a severe headache.

You do need a flicker fixer for interlaced screen modes, but not for the hi-res and super hi-res modes. You will need a dual-scan, tri-scan or multiscan monitor to use the Productivity and DBLPAL screen modes that are available on the A1200, though.

Using DBLPAL and a 1960 or similar monitor you can simulate the resolution of an interlaced screen in high resolution, giving an effective resolution of 676 by 547 pixels using overscan.

Alternatively you can get a flicker fixer and use an interlaced super hi-res screen which is 1440 x 566 pixels (or you can do this without the fixer and let it seriously do your head in).

If you want a 1200 to produce serious graphics you will need a hard drive (around 150Mb minimum) and lots of RAM, preferably with an accelerator thrown in. An extra 8Mb of RAM is my minimum recommendation for ray-tracing and image processing.

There are a number of good accelerator-plus-RAM cards available for the A1200 such as the Microbotics series, the GVP A1230 and the Power PC1204, depending on just how much acceleration you want.

For output to video you don't need a flicker fixer. Interlaced images will record fine. A flicker fixer is only worth the money and effort if you are going to display the finished images on screen rather than on video, in a presentation situation perhaps.

that you are not using enough subroutines. If you plan your code well enough you will find that there are particular parts of the program (usually display routines) which are often repeated. It is very useful to make these into subroutines, both in terms of saving space and in making your code easier to follow.

IFF graphics cannot be loaded directly into *AMOS*. You need to use the grabber from the Bob Editor program supplied. This is not terribly complicated and it is explained in great detail on Pages 129-166 of your *Easy AMOS* manual.

There are many *AMOS* clubs and societies. One which may be of interest to you is the Nothing But *AMOS* Club, who produce a regular disk-based magazine costing just £2.50 a month. You an contact them at N. B. *AMOS* c/o Neil Wright, 39 Riding Dene, Mickley Square, Stockfield, Northumberland NE43 7DL.

Q **Andy Hayes from Almley** in the West Midlands is having a bit of trouble with his mega-epic platform game. The trouble is that he can't get his Bobs to detect when they have run into a wall or landed on something unpleasant.

This, as we all know, can be more than a little disadvantageous when you are trying to write a game, and dealing with *AMOS* Bobs could almost take up a complete issue of the world's best Amiga magazine on its own. But many people seem to be having similarish difficulties, so here we go.

A Well, the answer is collision detection. *AMOS* has a command especially for this eventuality, and it works along the lines of...

```
x = Bob Col (y)
```

...where y is the number of the Bob you are interested in. X will then return a value of -1 if a collision is detected. If you check all your Bobs you will be able to tell which two have bumped into each other.

Obviously if your Bobs are mapped in a grid, there may only be a part of the Bob that you are interested in. The collision detection works by using the hot spot points.

These are automatically set to the top left of the Bob, but in fact can be set to anywhere using the hot spot command. The syntax for this is...

```
Hot Spot n,x,y
```

...where n is the number of the Bob and x and y are the co-ordinates of the point. These values are calculated from the top left-hand point. Note that the hot spot can lie outside the actual visible area of the Bob's graphics data.

There are a number of preset points which can be used if you can't be bothered working them out for yourslef. These are entered in the format...

```
Hot Spot n, $xx
```

...where n is the number of the Bob and xx is one of the following values:

```
00 - top left
01 - middle left
02 - bottom left
10 - middle top
11 - middle centre
12 - bottom centre
20 - top right
21 - middle right
22 - bottom right
```

The actual points are calculated automatically by *AMOS* from the dimension data of the Bob.

That should give you a start. Good luck with the game and always remember to keep track of your Bob priorities!

Q The last question is from **Nicky Leatherland in Derby**. He is trying to load a *Soundtracker* module into *AMOS* so that he can fiddle about and do devilish things with it.

A Well, the answer is to use the Track Load command with the name of the file you want to load. I think from your query, though, that the difficulty is that the track you are trying to load is not actually a *Soundtracker* track, but one which has been compressed with a utility called *PowerPacker*.

To load in this file you would have to uncompress it either by using *PowerPacker* or the Public Domain utility *Decrunch*. Alternatively you could load it into a track player which supports crunched modules and then save it out again in an uncrunched format.

Right, well that is about all we have space for this time around. If you have any queries please send them in to me at *AMOS Answers, Amiga Format*, 30 Monmouth Street, Bath BA1 2BW. Until next month, happy coding!

I would like to put on it. What size of drive would you recommend? I am currently looking at 120-170Mb drives. Should I be considering a PCMCIA hard drive?

Also, when it is finally released I will be wanting to add a CD drive. Will having an internally installed drive prevent me from adding this too?

The thing about hard drives is that they are never big enough. If you are like me and hate throwing things away, you will soon discover that you need about 600Mb at least.

Realistically, you can fit a minimal system and a select crop of utilities into a 60Mb drive, but then you have nowhere to store your data. The answer is really that you should buy the biggest one you can afford. I would think that sensibly (depending on how big your games are) 150Mb would be sufficient.

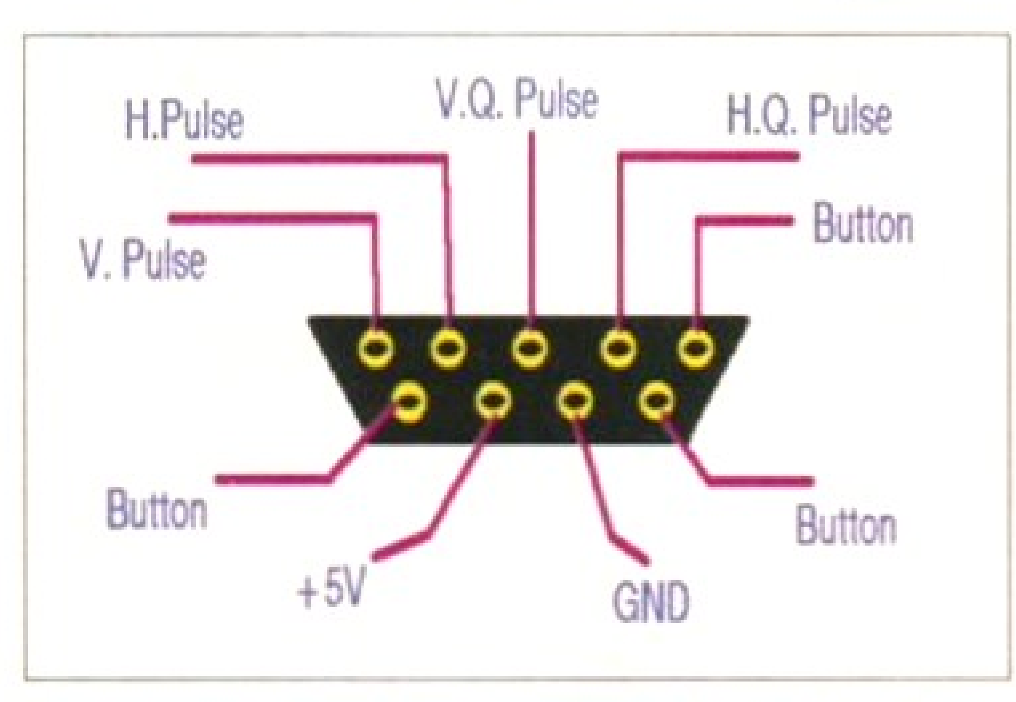
An internal drive is probably the best solution, as it will use the Amiga's power supply and be tucked neatly out of the way. A PCMCIA is a useful second drive (or even as a first drive if you can get it cheaper than an IDE).

Remember that unless you choose to have it fitted for you by a recognised and ICL approved dealer, installing an internal drive will invalidate your warranty, whereas a PCMCIA drive won't.

When the CD drive is finally release, it is likely that it will use the trapdoor expansion underneath your A1200, so it will not affect either of your possible hard drive options.

TRACKBALL TROUBLE

From Nicholas Batchelor, London



If you want to know how your mouse is wired up, these are the connections. Make any sense? (*Not really* -Ed.)

Having used my Contriver trackball for a couple of years the mouse pointer now refuses to move up or down. I know that the trackball is at fault because the mouse still works fine. I tried opening up the trackball unit to see if I could find anything that had obviously gone wrong.

I found an orange wire loose inside but having checked the terminals inside I can find no signs of this wire ever having actually been connected. What could be wrong?

The mouse port is configured for mice or trackballs as shown in the diagram here. If you are only having problems with the vertical motion it is likely to be either the vertical pulse or the vertical quadrature pulse. If you are getting absolutely no movement at all, it is more likely to be the vertical pulse line that isn't working.

If the terminals are marked at all it will be labelled as VP or simply V. If not, then your best bet is trying to track the line back to the photodetector which controls the vertical wheel.

Unfortunately this model has been superceded so we have no terminal information on it, but you

Continued overleaf ☛

To the point...

Q I own a still video camera which captures and stores single video frames. What I really need now is a piece of hardware that will put the picture into my Amiga, enable me to play around with the picture and print it out.

A Well, the first piece of equipment you will need is a video digitiser. This will accept a video signal and convert it into an Amiga-displayable image.

As you have a still camera, you do not necessarily need a frame grabber, but it may be worth considering Rombo's Vidi range. Vidi12 should do the job you require, but it depends on exactly what you want to do with the resulting pictures. For more info, give Rombo a call on 0506 414631.

If you want to play around with your pictures, you should think about *DPaint IV* (not the AGA version) or perhaps GVP's *ImageFX* or ASDG's *Art Department Professional*. Any and all of these programs are quite capable of printing out your finished work, but they will print much better if you use *TurboPrint*, which was on last month's Coverdisk

Q Please could you tell me if there is a cheap tape streamer device available for the A500 Plus and what speed it can do? Also is there any way that I can get all my programs put onto a CD for use with the CDTV/A570 machines, like the Kodak PhotoCD machine can do for photos.

A You can use any SCSI tape streamer with your Amiga, providing you have the correct interface. The A590 and HD8+ hard drives for the A500 both have SCSI through ports. If you are looking for a cheap backup system though, you would be much better off with the Video Backup System which uses a clever technique to record all your data onto a videotape using your normal, common-or-garden video recorder.

As for mastering a CD, this can be an expensive business. A one-off disk might cost you as much as £1,000. To buy a CD read/write drive, such as those used for Photo CD, you would expect to pay somewhere in the region of £4,000. It doesn't say in your letter whether you are immensely rich or not, but assuming you are not, mastering your own CD is a bit out of the question.

You neglect to say why you want to set up such a system, but if you are serious I suggest you contact Almathera Systems on 081 6836418.

Q What is the difference between a compiler and an interpreter?

A Well, they both perform the same function (converting a written language into code which a computer can execute), but in different ways. An interpreter deals with each line of code as it comes to it. This means that it runs a lot slower than an executable file, as the conversion is done while the program is running.

With a compiler all the instructions are translated in advance to create an executable file. This can take quite a while, but it means the resulting code is an executable file which runs a lot faster.

Compilers can increase the development time of a piece of software because the program has to be compiled every time it is tested, but the increase in speed is worth it for most applications.

Q How can I add a password program to protect data on my Amiga?

A The first thing you need to do is get hold of the password program, or write one yourself. If you do write your own it will have to stand alone (in other words, be an executable file in its own right rather than one that needs to run via an interpreter) so that it can be called from the CLI. Then simply run it from your startup-sequence. Unless you have installed some other custom software, it should be safe enough to call your program at the start of the startup-sequence.

To do this simply add your program to the C: directory of your boot-up disk and edit the startup-sequence file (in the S: directory) so that the first line is the name of your program. The rest of the sequence won't be carried out until your program quits.

Unfortunately, this method is not really secure (people could still boot up your Amiga from other disks and get into your data from there), but it would stop errant cousins and small children from re-formatting all your disks when you weren't around.

Q I am upgrading from an A500 to an A4000/030. Is it possible to somehow use my old A500 hard drive?

A It depends. You can't just plug in an A500 expansion into the Zorro slots on an A4000. You may be able to use the mechanism, though. If your drive has an IDE mechanism then you can attach this to the IDE controller which comes with the A4000.

This is a quite straightforward operation, but you will have to take apart your old drive and disconnect the mechanism. There will be two cables connected to the mechanism. One will most likely be an IDC multiway connector which directly corresponds to the one inside the A4000. The other will be the power supply – four wires ending in a socket.

The 4000 also has these cables, but they may be a different size. It may be worth checking the board of your hard drive for indications of which wire is which in this case and then "adapting" one of the A4000's cables.

If you have a SCSI hard drive, you will need a SCSI controller card for your A4000. Attaching a SCSI mechanism is much the same process as the one outlined above and instructions will no doubt be supplied with the SCSI controller when you buy it.

Q Please could you tell me if there is an x-y plotter available for the Amiga and will my programs support it?

A There is no direct support for any type of x-y plotter through Workbench, so you are really restricted to the ones that are supporte by your software. To the best of our knowledge the only programs which do directly support plotters are *X-Cad, Provector* and *Professsional Draw*, which can all drive an HPGL-compatible plotter.

This is a fairly common standard for modern plotters, but you may find that since demand for plottters is not what it was, that such devices are both hard to find in a local computer store and expensive. Depending on what exactly you need from your plotter it may be a lot easier to build one.

Q Where can I get hold of details of Commodore's Include files?

A The Include files themselves are usually bundled with development systems such as the assembler Devpac or the C language SAS C, under licence from Commodore. If you need to get your hands on listings of them you will need to buy the book of the official Rom Kernal Reference manuals, published by Adison Wesley (0734 794000).

The volume you want is cryptically called "Includes and Autodocs". The same publishers also produce a wide range of other specialist Amiga volumes which could be of great use to you if you wish to get into some serious programming. Why not ask them to send you a catalogue?

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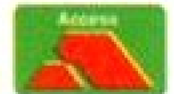
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LEW'S CORNER



Each month Lew Eggebrecht, that nice man in charge of Commodore's Engineering division, will be answering your questions here in Workbench.

From Simon Liddiard, Odiham, Hants

I have an A500 Plus (which features 2Mb Chip RAM, 2Mb Fast RAM, 512K 32-bit RAM) with a CSA Mega Midget Racer and a Commodore A590 fitted with a 42Mb SCSI drive. All this is housed in a Checkmate A1500 casing.

Unfortunately rendering animations eats into my hard disk space and I am looking to upgrade it by about 100Mb or so. I was wondering if it would be possible to drive more than one SCSI drive directly off the A590's controller by using an appropriate cable.

I know it would be possible to add an external drive, but this would be a rather expensive option and not a particularly elegant one. This is particularly so as my machine has to be fairly portable.

LEW SAYS:

The SCSI interface supports six drives plus the controller. You can therefore have up to 6 SCSI drives connected to an A590. Since the A590 is an older product, however, you may need to upgrade your current A590 firmware to revision 6.6 or better.

can always try just connecting the wire by hand and trying it out as you are very unlikely to damage either the trackball or the Amiga.

SIZE MATTERS

From Kevin Smith, Troon, Ayrshire

I have an A600 with Workbench 2.05 but I am having difficulty with space. Is there any way of splitting my Workbench over more than one disk because I don't have room for everything that I need, like all my printer drivers and fonts?

The trouble with Workbench, as with a lot of things this month, is that it isn't big enough. Thankfully there is an answer, and it comes in the form of the rather less than impressive-sounding Assign command.

When you boot up your machine, it automatically expects to find commands in the 'c' directory of that disk, libraries in the 'libs' directory, fonts in the cunningly named 'fonts' directory and so on.

These are the default settings, but they can be changed. If you wanted to have all your fonts on a disk called 'bigfonts' for example, all you would have to do is add this line to the end of your startup-sequence (or type it directly in to the CLI):

```
assign fonts: bigfonts:
```

You will then have to put this disk into the drive every time Workbench needs a font, though, which can be a pain if you only have one drive. There is no reason, on the other hand, why you couldn't put several different types of file on a separate disk (you can assign as many things as you like to one device).

A solution which most people prefer is just to delete all the things on the Workbench disk that they don't use and create space that way.

PAGESETTER WITHOUT LACE

From Michael Simmonds, Leyland, Lancashire

I own an A500 with a GVP hard drive on which I have successfully installed *Pagesetter*. The program works fine, but the screen comes up in interlaced screen mode, which is a bit annoying.

After using the program for a while it will go back to a normal non-interlaced mode of its own accord, but surely there must be some way to get it to start up in this way?

Icons are not just for decoration, they can pass information to the main program.

Pagesetter will automatically fall back into non-interlace mode when supplies of RAM are running low (as an interlaced screen takes up twice as much memory as a standard one). There is a way to automatically set interlace off, though, and it is done, as are many of the preferences, through the tool-types attached to the program's icon. This is the way most of Gold Disk's programs work.

To change the preferences, simply select the icon and choose "Information" from the Workbench's Icon menu. A screen will appear showing some information about the program and a list of the current tool types.

There will be one which reads "INTERLACE=ON", and you will simply have to change this to "INTERLACE=OFF". All the tool types and their meanings are explained in the manual.

UPGRADE QUERIES

From Richard Gleaves, Newcastle-Under-Lyme

My present set-up consists of an A500 complete with a Power Computing 1.5 Mb upgrade (the one that allows 1Mb of Chip RAM), a PC 880B second disk drive and a Star LC200 printer. Do you think that the new breed of incompatible AGA machines will mean that I will be able to get hold of a lot of peripherals for my machine at a significantly reduced price?

Also, is *Directory Opus 4* capable of completely replacing the CLI and Shell?

I am thinking about upgrading, but will I be able to install a ROM switcher bearing in mind the expansions already in my machine? What about an internal hard disk as well?

Some interesting points. Firstly, I should think that you would be able to fit a ROM switcher internally, but I don't think you will want to. Because of the changes in the 2.04 ROM, the modifications you have made to your machine to accommodate the RAM expansion will be incompatible with a ROM upgrade.

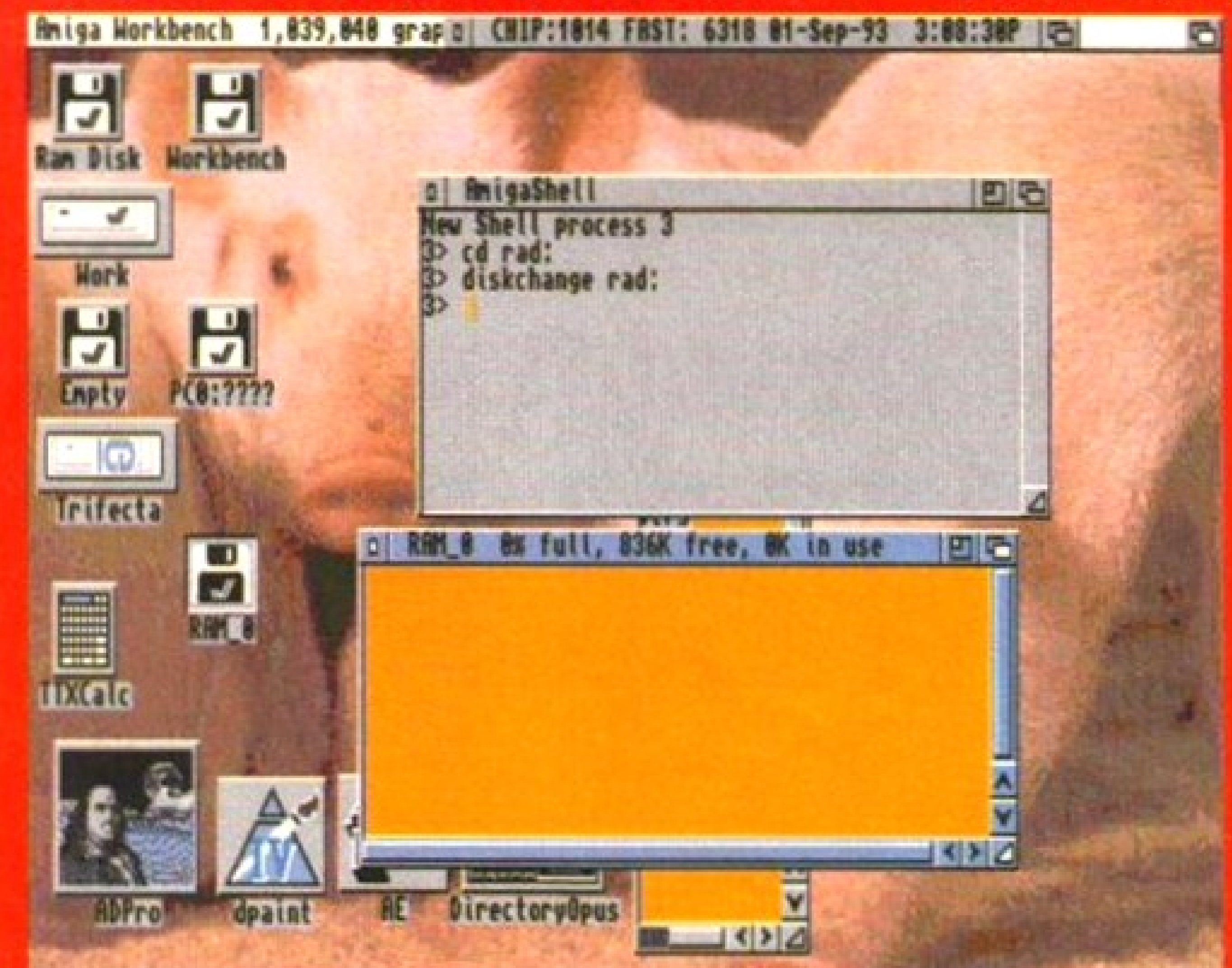
Yes, I imagine that various peripherals, particularly those which use the expansion port, will be available at reduced prices. Bear in mind that a lot of these units have been selling on tight profit margins for some time, so the reductions may not be that impressive.

Directory Opus is a wonderful utility, but I'm not sure exactly what you mean by replacing the Workbench and Shell. Certainly it has been

HOW TO MAKE RAD AUTOMATIC

From Imran Majid, Leyton, London

Having recently got hold of an A1500 and a copy of *Get the Most Out of Your Amiga* I have been trying in vain to set myself up with a recoverable RAM drive. I am quite sure that I have typed in the mentalist entry correctly and there seems to be no problem when I give the mount command, but I get no icon on screen. How can I copy my files into it to set up a recoverable Workbench?



To use the RAD device you must simply ask Workbench politely if it minds. Failing that, using the Diskchange command wil bring results.

Ah, if only the questiona were all so simple. What appears to have happened is that you have in fact completely correctly set up your RAD disk and it is working fine. The thing about Workbench, though, is that it can be a little dozy at times, and if you go around adding new devices after startup it isn't going to notice they are there until you tell it that they are.

The best way to do this is to issue the Diskchange CLI command, which was included with Workbench to solve a similar problem which occurs with 5.25 disk drives. Just open the shell and type:

```
Diskchange rad:
```

and all your problems should very rapidly be solved.

Directory Opus – can you live without it? Maybe not, but can it really replace the Shell?

installed on my machine for some time and does get a lot of use, but I still occasionally resort to the Shell or Workbench for particular operations.

It, or a utility like it (the Public Domain *SID2* for example) is certainly high on my list of utilities I would want with me should I be stranded on a desert island with nothing but an Amiga and a very long extension cable.

LARGE PRINT

From M. Coveney, Leatherhead, Surrey

I am just writing to find out if there is an Amiga wordprocessor with a large print option as standard or as an add-on. I am very short sighted and this would be a great help to me.

Well, you can actually use any one of the 'page publishing' packages which allow you to use fonts other than the default Topaz one. Packages which fall into this category are *Final Copy, Wordworth* and *Excellence,* as well as many others. Simply by choosing a larger Amiga font for your text will cause it to be displayed bigger on screen.

If you have a Workbench 2 or better machine you might also be interested to know that you can change the system's default font using the Font program in the preferences drawer. It may clutter up your Workbench a bit, but at least you will know what programs you are running. Changing the default text can cause problems with menu options in some applications.

SAMPLE SOURCES

From Adnan Rochdale, Manchester

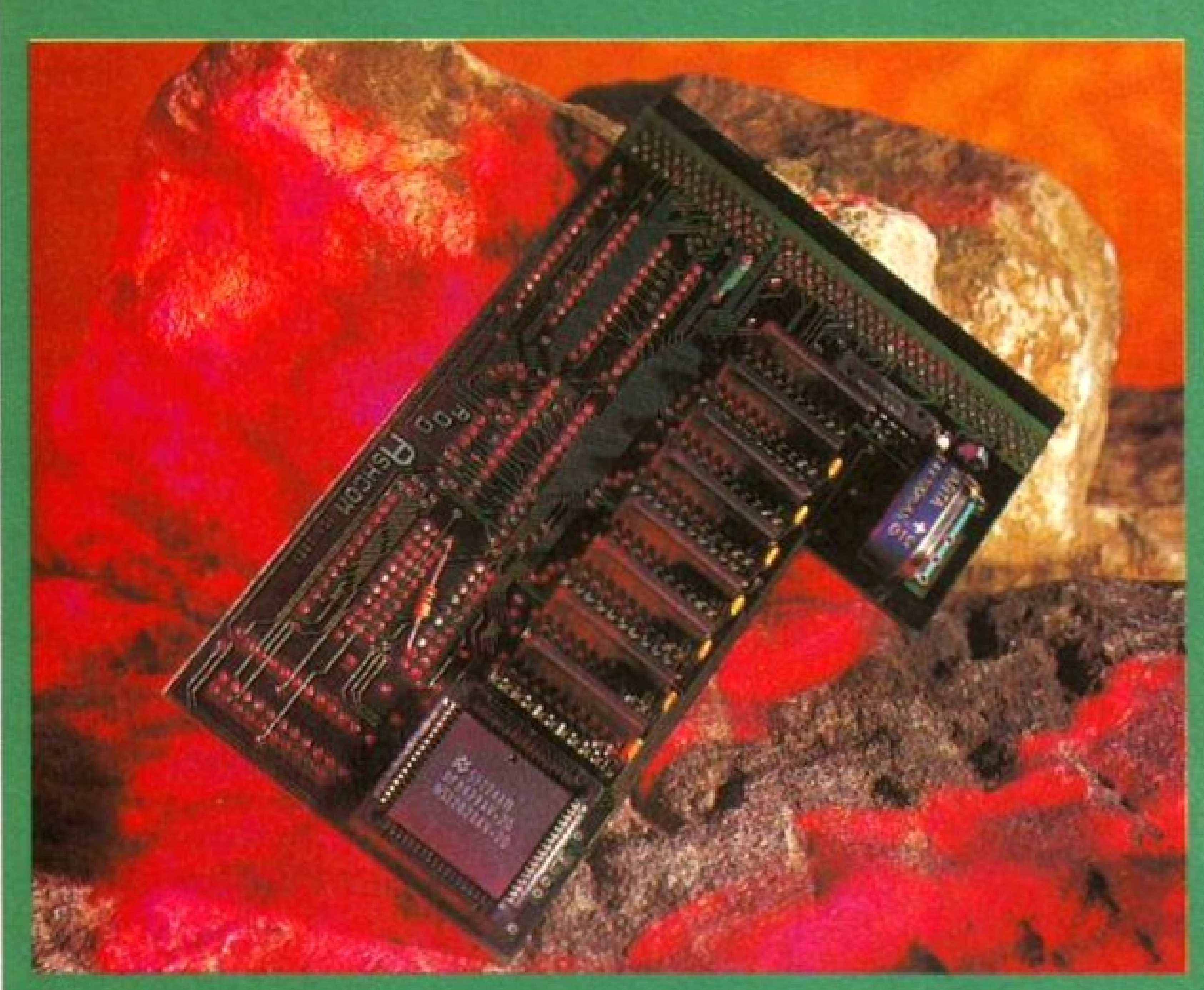
I am very keen on music and I am considering getting hold of a sound sampler such as Technosound Turbo. What sort of devices can it be connected to in order to sample sounds? Is a sampler different from a MIDI interface?

Most samplers allow you to sample from a one-volt peak-to-peak audio source, such as those found on the 'Line Out' sockets of amplifiers, tape decks and CD players. You will not be able to connect it directly to a normal microphone – the signal will have to be amplified first.

MIDI stands for Musical Instrument Digital Interface, and a MIDI interface for the Amiga will allow you to control external MIDI keyboards and other MIDI devices. It does not actually send or receive any sound data, just control information, and is used for operating a number of musical devices when recording (or playing live) because it does away with all the nasty musicians (who would probably play the wrong notes anyway).

A MIDI interface is entirely different from a sound sampler, although Microdeal do produce a combined unit.

Indepth Explanation MEMORY



This Ashcom RAM expansion for the A1200 shows an 8 x 1Mb configuration of ZIP chips, which were the cheapest available at the time the board was designed.

1 There are two different ways in which your memory is used on the Amiga. Chip memory is interfaced to the DMA (Direct Memory Access) bus, enabling it to be accessed directly by the CPU or any of the custom chips. Because of this direct access, it is often slower than Fast RAM. Fast RAM can be accessed only by the CPU.

2 The amount of Chip memory you can add to your Amiga is determined by your Agnus chip. Older A500s can only access 512K of Chip RAM. Later versions of Agnus allowed 1 or 2Mb of Chip RAM to be added. All new Amigas are capable of having 2Mb of Chip RAM, fitted as standard.

3 Older sound samplers and most art packages are limited by the amount of continuous Chip RAM they can access. This is because they use the graphics (Agnus or Alice) or the sound (Paula) chips' abilities to address the Chip RAM directly to perform some tasks.

4 Some utilities, either provided with Workbench or available from PD libraries, help make the most effective use of your memory. The most useful of these is *FastMemFirst,* which forces programs to use Fast memory in preference to Chip memory.

5 All memory which is added externally to the Amiga is Fast memory. There are many different type of Fast RAM expansion.

6 The trapdoor slots on the A500, A500 Plus, A600 and A1200 are one area used by most third party manufacturers as a path to add expansion memory. Depending on which Amiga you have, vast amounts of memory can be added this way. Even the humble A500 can have 4Mb added in this way, although this does require some hardware modification.

7 RAM is usually added to the A1500 and A2000 by a Zorro card. Because of their versatile design, almost any memory package is catered for.

8 The main types of memory packages available are DIPs (Dual In-line Package), ZIPs(Zig-zag In-line Packages) and SIMMs (Single In-line Memory Module). All have their advantages and disadvantages, but mostly the preference is dictated by which is currently the cheapest, due to fluctuating world demand.

9 Expansion port add-ons for the A500 and A500 Plus, such as hard drives, often feature the ability to add extra Fast RAM. The Commodore A590 does so by way of DIPs, while the GVP HD8+ uses SIMMs.

10 Memory for the A4000 or the A1200 should be 32-bit wide memory, which is more expensive but much faster than the 16-bit memory used by older Amigas.

11 Memory can also have different speeds. This can make quite a difference to memory intensive processing tasks. Access times for an average memory device would be around 100ns (nanoseconds). The fastest RAM available is likely to be custom-made video RAM, with an access speed approaching 20ns.

12 It is also possible to get Static RAM expansions for the Amiga. Static RAM, unlike Dynamic RAM, retains whatever was in memory even after the power has been switched off. At the moment the most widely available Static RAM expansion is in the form of a PCMCIA card for the A600 and the A1200. Static RAM (or S-RAM) does have its drawbacks, the most important of these being the price.

13 Accelerator cards usually come with their own memory. This is usually because most accelerator boards are capable of addressing a 32-bit bus and the addition of some 32-bit RAM makes them operate even faster.

14 Poor old A3000 owners only have the on-board upgrade option of adding ZIP chips.

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December	Thursday 30 Sept	Tuesday 5 October
January	Thursday 28 Oct	Tuesday 2 November
February	Thursday 25 Nov	Tuesday 30 November
March	Wednesday 22 Dec	Thursday 23 December
April	Thursday 20 Jan	Monday 24 January

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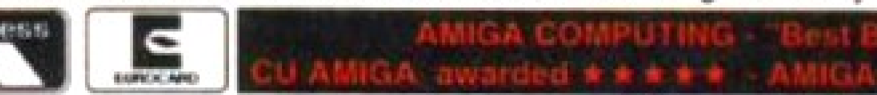
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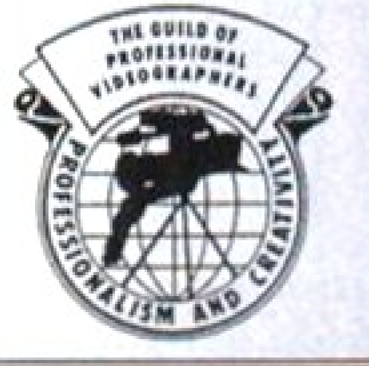
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A WORD FROM THE ED



We were deluged with calls on Tuesday August 31st, mostly from people eager to tell us they had seen a CD^{32}. Not only that, but on sale in Rumbelows to boot! It was rather like people writing to the Times to report hearing the first cuckoo of spring.

One particularly unfortunate bloke was so eager he actually went in and bought one. He was very happy with his new purchase until he got it home and opened it. Inside the box was one perfectly lovely CD^{32}, a manual, a joypad and a power supply. And that was it. No software.

We told him that we had seen several items of software that were complete, and that it would only be a matter of time before they would be pressed up and in the shops. Not surprisingly, after just spending £300 on a games super-machine, our caller wasn't too consoled by the prospect of simply sitting and staring at his new toy for a few weeks.

Commodore promised us 18 games at launch for the CD32. They haven't delivered. No one is less surprised than us. And no-one is more disappointed than us (except maybe the chap who bought his CD^{32} today).

Commodore can't afford to mess this one up. It would be better to release the unit a few weeks later with software than earlier without. CD^{32} needs a good reputation, and it's already been tainted the day it went on sale.

Letters

Have your say! Make your point! Get heard! If you feel a need to share your point of view with other Amiga users, or you just have something witty to say, then write to: Letters to the Editor, Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW.

SKID MORE

There I was, reading the October issue of ***AF***, wondering where I was going to get the cash for an A1200 or CD^{32}. I then put in the Coverdisk and loaded the *Skidmarks* demo. All thought of an A1200 vanished as the gameplay smacked me in the teeth. This is what we want, pure fun! Once I had sussed the controls the computer cars were easy to beat, best lap 10.2 seconds.

So I went and got my mates, and a few beers later we were trying to blow each other into the weeds. The two player option is great, but what about a serial link? I think a lot of games programmers would be surprised to discover the amount of people who link up Amigas. How could MicroProse make such a stunning game as *F1GP* and not offer a serial link? We regularly play *Vroom, Lotus* and *Stunt Car Racer*. Is *Skidmarks* going to be a full game? If so how do I get hold of it?

On the subject of Shareware, you said Mark Sibly was disappointed with the response to *Cybernetix*. But Jeff Minter and Bryan Bell got good responses to *Llamatron* and *Charlie Chimp* by offering a second disk to people who registered. This is the only way to make Shareware work.

If Vision had put out the demo of *Skidmarks* and then asked for a fiver or a tenner for the full game I bet they would have been swamped with replies. Since *Blitz Basic* is going to be on the Coverdisk next month (*see front cover – Ed*), what about Vision offering the source code to buyers of *Skidmarks* for, say, an extra fiver on the price?

G Smiles, Midlothian

Skidmarks surely will be a complete game, and we'll give more details of how you can obtain it as soon as a distributor has been sorted out.

We agree entirely about it being a great two-player game, and a serial link would make it better still. But the guys at Vision know what they're doing and the full version will have a serial link option, plus monster trucks that bounce and 10 tracks of racing mayhem!

As for Vision releasing the source code… you'll have to ask them about that.

NO TRADING

In October 1992 you reviewed *Traders* and to quote you: "If there's nothing else you fancy on the shelves this month, you could do a lot worse than this". I tried every week until Feb 93, when I finally contacted your mag since the reply I kept getting was 'It hasn't been released yet'!!!

It is now almost September 93, a year later and I am still trying to get a copy. You say your policy is that you don't review a game until it has been released. Then *Traders* should be on sale somewhere.

Any ideas where?

Mrs C Cramp, Aldershot

We don't claim to only review games when they are released, never have! What we say, and adhere to, is that we don't review a game until it is complete. Traders *was complete, and the company Linel supplied it to us for review, prior to its release. We gave it a favourable review, but they decided it would not sell, and so they didn't release it. Were they wrong?*

Write and tell the development house, Digital Integration, if you want to see Traders *on the shelves. Contact them at:*

Watchmoor Trade Centre
Watchmoor Rd
Camberley
Surrey GU15 3AJ.

WE'RE FAMOUS

PRIZE

I know that you don't want any more letters about Amigas on TV, but I was wondering if you noticed that the May ***Amiga Format*** recently appeared on BBC1.

It was on Saturday 21st of August about 8pm. The magazine was on one of those newspaper stands that are often found in railway stations, which was in the background of a scene being shown to advertise a program coming soon. Unfortunately the program looked terminally dull – perhaps they used ***Amiga Format*** to brighten it up a bit. Do I win a prize for my amazing observation?

Neil Adams, South Woodham Ferrers

This has to go under 'unconfirmed sightings' because no-one we know actually saw it, but then on a Saturday, they'd all be out partying. So we'll give you the benefit of the doubt. An **AF** *T-shirt and pin-badge are on their way to you.*

Continued overleaf

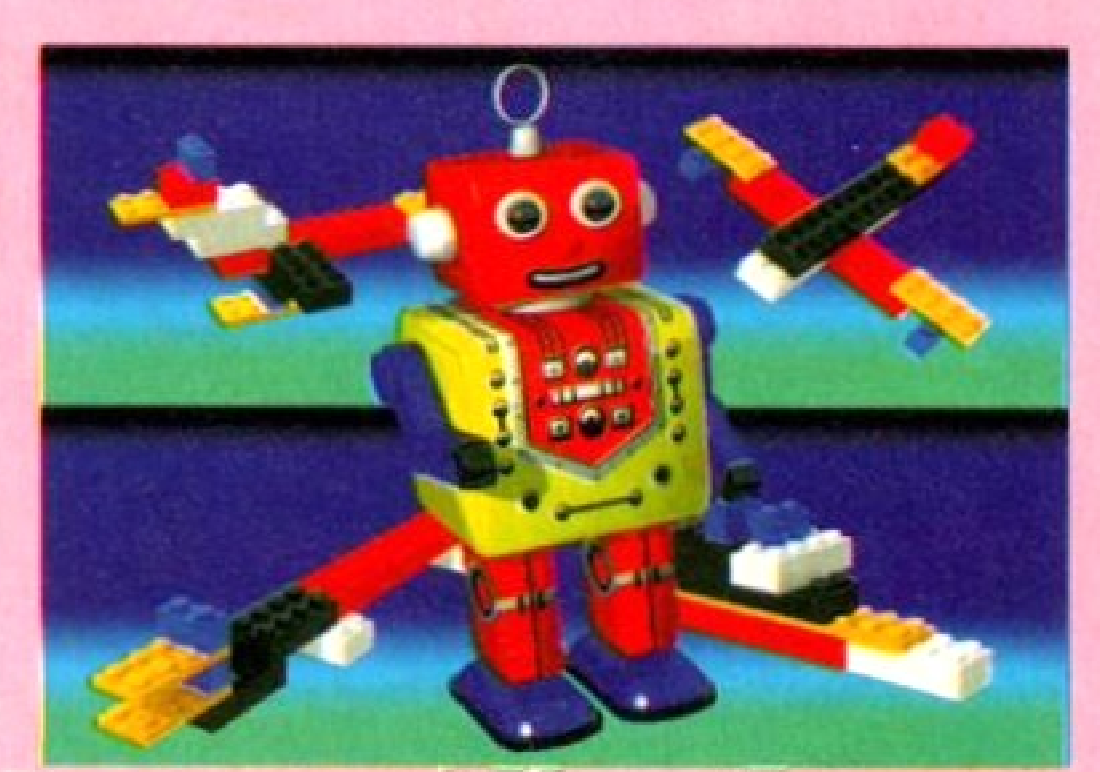


Got a picture you're proud of? Send it in, see it in print and win an *Amiga Format* binder! Since Letters is where you get to contribute your words, we thought it would be the perfect place to see your pictures on display too.

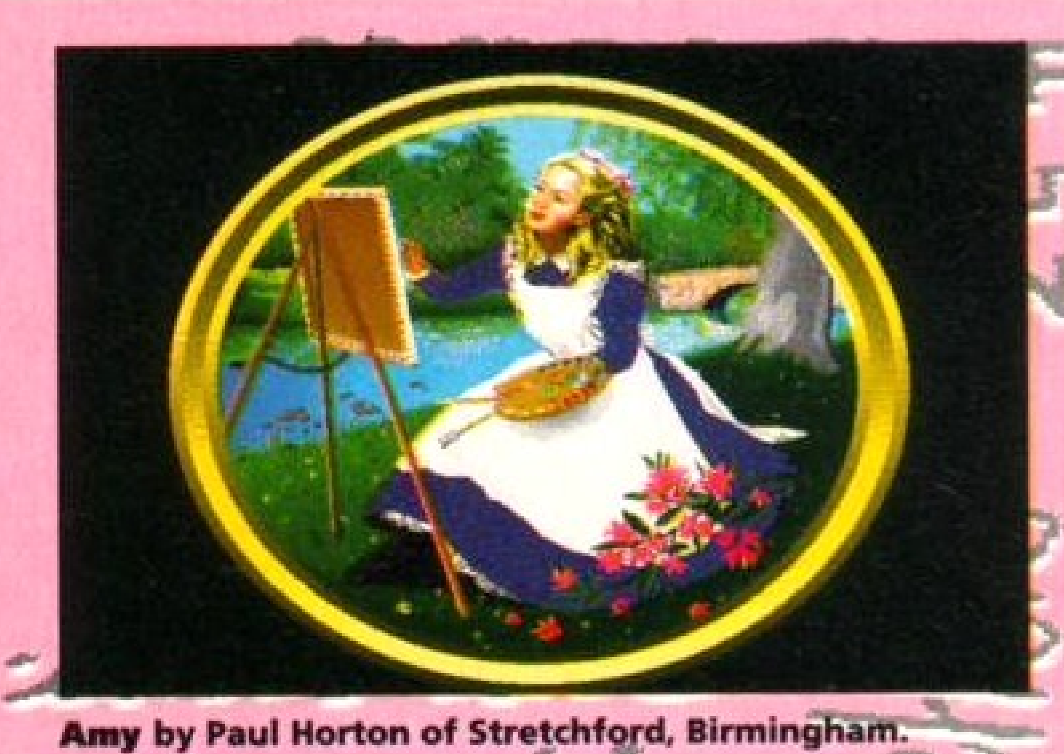
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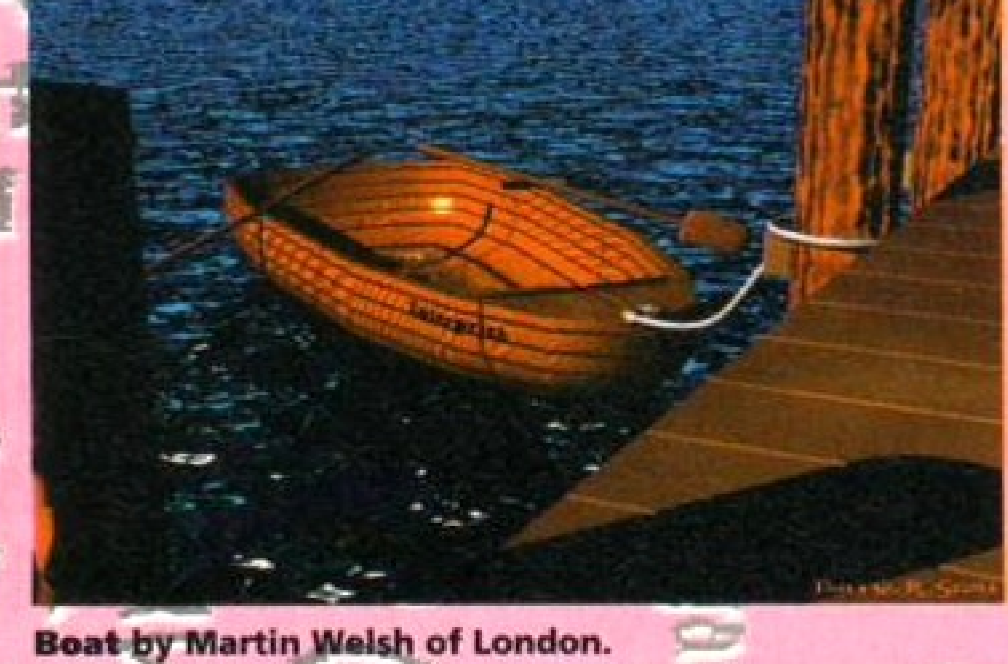
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Robot by Chris Tucker of London.


Amy by Paul Horton of Stretchford, Birmingham.


Boat by Martin Welsh of London.

The Gallery Sponsored by MAX Graphics

S.W.I.V. IS OK

In the September 1993 issue of ***Amiga Format*** it was mentioned in the 50 Golden Greats feature that *S.W.I.V.* was never updated to work on the A500 Plus, A600 or the A1200. However I own an A600 and have been able to enjoy playing it for months! I will point out that it isn't a pirate copy, it's 100 per cent original. Has anyone else with the above machines noticed the same?

Karl Steward, Norfolk

Rumour has it that there is an ECS-friendly version of S.W.I.V. *in existence, but no matter how hard we try to get hold of a copy, we can never manage. And being the fierce empiricists we are, we won't believe it until we've played it.*

From what we've heard, and since we don't have a copy we can't test it ourselves, the ECS version doesn't work on an A1200.

S.W.I.V. RETURNS

In the March issue you said *Kick 1.3*, the disk that does the same job as a ROM sharer, would not work on the A500 Plus. In the September issue, you said that the classic shoot-em-up *S.W.I.V.* would not work on a Plus or A600 and so was dead.

Have I got news for you! If you run *Kick 1.3* (available from PD libraries) on your A500 Plus or A600, you get a message saying 'Unable to load KS 1.3 Plus: error code 121'. But take out the disk and reboot, and you now get the Kickstart 1.3 boot screen. Now you can play all those old classics that did not work before!

Jamie Hatswell, St Davids, Pembrokeshire

Hmm. Thanks for the tip! We'll really have to give this a try ourselves…

ABANDON (PIRATE) SHIP

PRIZE

I am a 14-year-old kid who has read a lot about piracy in magazines. Firstly I would like to say that one of the reasons the Amiga is selling so well as a games machine is that people don't have to pay that much to play a game. What I mean is that someone can grab a program like *X-Copy Professional* and a few empty disks and instantly copy a game (unlike console owners). This is exactly why I bought my Amiga.

But after two years of reading your truly excellent magazine, I am slowly starting to realise what piracy is doing to the Amiga. I bet you that every single Amiga owner has a least one pirated game or program. I mean let's face it, you have £18 pocket money and are dying to buy a game when one of your friends has a cracked version, surely you're going to copy it. And then maybe buy it when you have enough cash.

I get £8 a week and that means that if I want to go to the cinema, go swimming, get a burger and buy ***Amiga Format*** as well, I really don't have enough left to buy games. How am I supposed to play the same game for two or three months without getting bored?

My parents only buy me serious programs, so it seems piracy is a must for someone my age. Unless you play demos from magazine Coverdisks, which is exactly what I've been doing since I began to wise up.

I hope software houses start selling good games for low prices, because nobody wants the Amiga to die.

Nabil

I know you might want to remain anonymous because of your now-abandoned pirate ways, but if you send us your address you can have a year's free subscription to **Amiga Format**. *That should free up a bit of your pocket money to spend on some of the fabulous games that are available on budget these days.*

Just look at this month's budget pages: you'll see Shadowlands, Midwinter 2 *and* Super Space Invaders *all on offer for bargain prices. And keep playing the demos: last month's* Skidmarks *really is excellent fun in two-player mode (the computer cars are too slow to offer any real challenge), and this month's* Zombies *and* Defender *are superb fun.*

MORE ANON


PRIZE

This letter is to thank Anon from Issue 50's Letters pages. Following his example I have wiped my entire pirate collection (all thirty or so disks) and have vowed never to trade copied disks again.

However, I have a few questions. Would disks labelled with the names of games be enough to arrest someone? Can you be arrested if you dob on friends and they accuse you, even if you have no disks left?

Thirdly, why is ELSPA so hypocritical? First they tell us piracy is a bad thing, then they ban magazines from putting age-old games on their covers. The prospect of *Kid Gloves* or *Bombuzal* ruining major companies like Ocean and MicroProse is risible.

Banning such games is similar to banning Public Domain. The release of *Bug Bash*, an old full pricer, on Licenceware shows that old games on Coverdisks are harmless, if not beneficial. An extra game on Coverdisks means that people don't need a pirate game.

Perhaps if the big companies released more of their games at £2.99 or as Licenceware, and FAST kept its nose out of harmless media, and the police teamed up with the Post Office and Telecom to find the owners of PO boxes and BBSs which convey pirated material, then the world would be a better place.

Another Anon

You too can have a free sub if you just send us your name and address. Don't worry, neither we nor FAST are interested in the prosecution of ex-pirates. In fact I am sure that, like us, they would congratulate you on your decision.

As for the placing of games on magazine Coverdisks, that is an area where ELSPA (for it is they, not FAST, that ban that particular activity) and we do not see eye to eye. ELSPA believe that people only have a certain amount of time every month to dedicate to playing computer games, and that if they receive a freebie on a magazine they will not buy a game that month. We believe that people only have a certain amount of money to buy games, and that if they can't afford all the games they want, some people will pirate the ones they can't afford. But ELSPA is made up of all the top software companies, and they threaten to stop sending us games to review and to pull their advertising if we give away complete games.

Some magazines have begun to ignore this ban, though, and play tricks to get full games on their Coverdisks. If the ELSPA members expect their ban to be taken seriously, they will have to take sanctions against these magazines.

All in all, keep up the good, non-piracy, work and use coverdisks and budgets to feed your game playing needs.

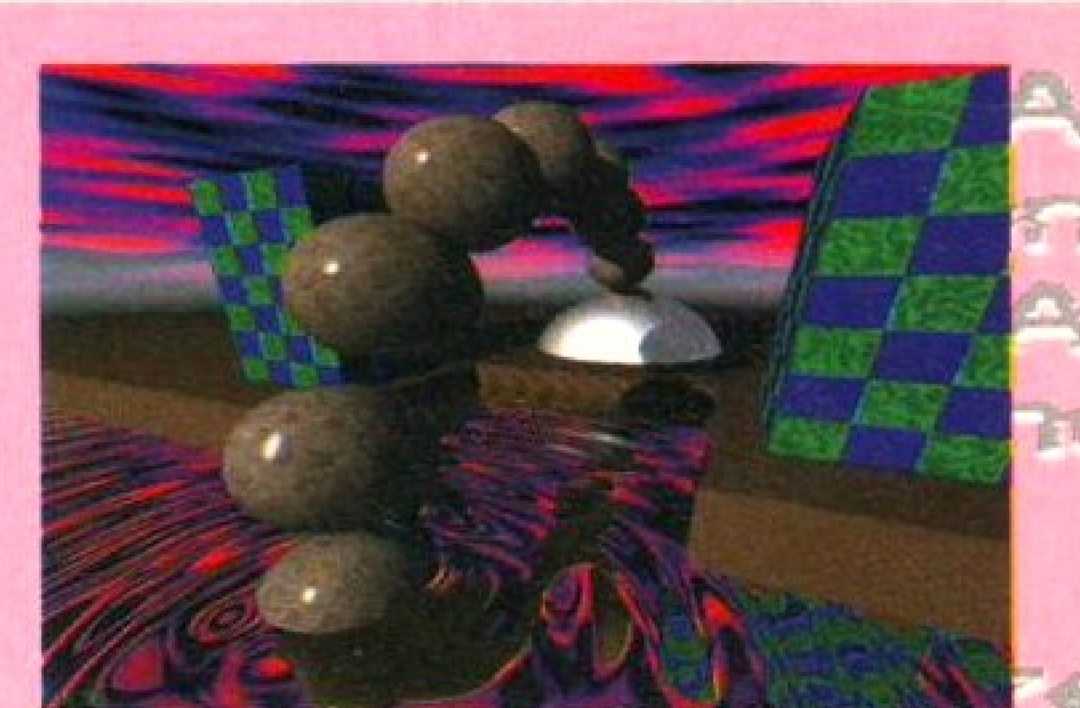
MINISTRY OF NOISE

While I was listening to one of my heavy metal tapes I realised that the words to one of my favourite songs is a cheat to *Sleepwalker*. Near the start of *Jesus Built My Hotrod* by Ministry



Colony by Walid El-Azem of Playa Honda, Lanzarote.


Dragon by Jonathon McBrien of Enniskillen.


River by Paul Hamilton of Exeter.

there are the words "Dingading dang my dangalong ling long". Which is the cheat, isn't it?

Damen Smith, Potters Bar

Yes! yes! yes! The 'my dingaling a ding dang thing' thang is indeed a lyric from that song. But it isn't heavy metal. The guys who coded Sleepwalker, *John Scott and Dave Pratt, are big fans of Alien Jourgensen's group Ministry.*

SCRIBBLINGS

Way back in !ssue 41 you gave away *Scribble!* on the Coverdisk. On the disk pages for this brilliant program there was a box called 'Expansion Potential' which said that you had arranged with HB Marketing to supply a supplementary disk with the spell checker and thesaurus and a full manual for just £9.99. Is this package still available and if so, how do I get hold of it? I rang the phone number in the mag and the line seems to be unobtainable.

Neil Lomas, Barnsley.

As you state, that deal was offered "way back" in Issue 41. And sadly, HBM who were offering it have since gone out of business, so it's no longer available.

WISE WORDS, MATE

I have read with interest comments by Amiga users who have written to your magazine to complain about Commodore's policy of releasing new machines, thereby leaving them behind in the 'Gee whizz!' stakes.

I feel that I can speak with some authority because I was one of those who bought an A500 Plus two Christmases ago. Since then, I have seen my machine go out of production and be replaced by the A600 at about half the price I paid originally, the A1200 at £100 less and, just recently, the CD^{32}. According to some people I should feel annoyed about all this, but do I? No.

Since I got my machine I have spent a not inconsiderable amount of money on it (all right, a whopping great amount, actually), upgrading it with a hard drive, an extra disk drive, extra RAM, a printer and so on. Despite this significant outlay I do not feel cheated in any way.

I enjoy using my Amiga, and I feel that it is the uses to which you put your computer, rather than the number of colours or the speed, which is the key factor. That's not to say that I would not love to have an A1200 equipped to the same standard as my trusty A500 Plus – it's just that I don't especially need one.

I use my Amiga for playing games (say what you like, but pretty colours don't make a bad game any better – imagination, time and effort count far more). I also use it for word processing, a little DTP and a lot of graphics and programming. I even sent a game of mine in for you to review in your PD pages – *JellyQuest*, available now, arcade/puzzler fans!

There is no need to buy the best equipment just to inflate your ego – with a little imagination, the humble A500 can give you everything you bought a computer for in the first place. Just because there's something better doesn't make what you have any worse.

No matter what your equipment, it's not how big or powerful it is that counts, it's what you do with it, eh! All I'm saying is, the Amiga's still the brilliant computer you bought.

David McGuire, Cumbernauld

Totally right. Our advice is, yes, the A1200 is excellent but only upgrade if you really need to and if you've invested heavily in heaps of extras for your older machine you're almost certainly better off sticking with it.

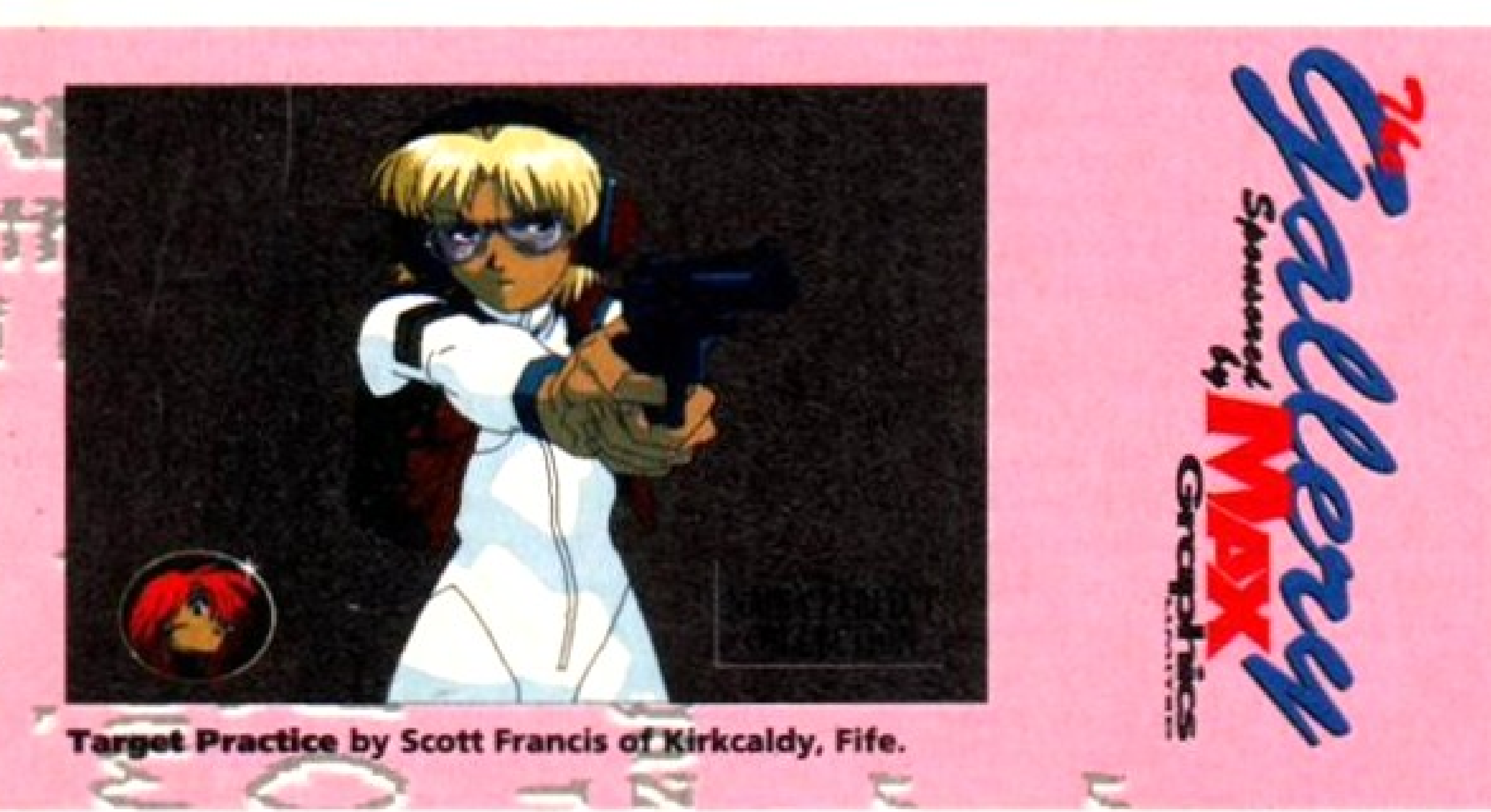
GO WEST

Could you please help me with a little problem that I have? I really want to create my own text adventures on my Amiga. Do you know of any user-friendly, easy to use and reliable text adventure creators in the public domain? I have tried a couple which, to say the least, were not very fruitful or successful.

William Haycock, Guildford

Strangely, coincidentally, we only recently reviewed the PD text adventure creator FRAC *in Issue 47 and it's very excellent. It's PD-Soft Disk V850, so telephone them on 0702-466933.*

Continued overleaf



Target Practice by Scott Francis of Kirkcaldy, Fife.

THE MAN AT THE TOP

Keen to increase communication between The Big C and the Amiga community, Commodore UK's General Manager David Pleasance will be replying your letters personally on a monthly basis.



Champagne celebration

Champagne, anyone? Yes, I'm celebrating the release of the new Amiga CD^{32} console. Commodore have made the move that every Amiga owner has been dreaming of.

The CD^{32} really does give us something to shove down the throats of our younger console owner siblings, who up to now thought that Sega and Nintendo were the definition of 'video games machine'. Here's to the downfall of the wretched shiny black Japanese cardboard box known as the Mega CD.

I have an A500, and am seriously considering buying an A1200. The price is certainly enticing, but what really excites me is the AGA chip set, and the idea of AGA-only games. After reading about how *Pinball Fantasies* is being revitalised for the CD^{32}, will they also bring out an AGA version for the A1200?

I'm hoping that the CD^{32} will not mean that programmers forget about the A1200 and stop making enhanced games for it. Or will CD^{32} mean more AGA games for the A1200?

Steven Laurence, Celbridge

I am reliably informed that A1200 AGA versions of almost all products developed for Amiga CD^{32} will be released. With Commodore having decided to only market 32-bit (minimum) technology, the publishers are clear about what platforms to support.

More Amigas?

While reading Issue 49 of *Amiga Format* I read, to some confusion, that Commodore are to bring out yet another Amiga, this being the CD-based console thingy. What are they playing at?

I bought my Amiga 1500+ confidently after a friend bought the then-brand-new A500 Plus, only to find that a year or two later our computers are out of production. When the Pluses came out it was said these new models would last for at least a couple of years. Now Commodore have done the same thing with the A600; that has been out for a year and already it is being dropped.

I would like to buy a 32-bit model, but can I trust Commodore to keep one model going for long enough to make it worthwhile?

Alastair Pugh, Norfolk

While I have empathy for your feelings, I must point out to you that technology cannot and will not stand still. Just look at MS-DOS machines, with XT, 286, 386, 486, 586, etc, all being released very quickly in succession and each more powerful a format retailing at less than its predecessor.

The Amiga CD^{32} is a games console and the A1200 is a home computer. The A4000 has the most powerful chip set available. The choice is yours. 32-bit technology has never been cheaper – don't wait, buy now and enjoy it.

How to contact AMIGA FORMAT

The best way to get an answer from Amiga Format is to make sure you're addressing your letter to the right person (or indeed department) in the first place...

- **We get literally hundreds of letters and faxes a day, so if we were to try and answer them all personally we would never have any time to actuallyn write *Amiga Format*. So we're sorry, but we can't reply in person.**
- **We are available for enquiries by telephone every Tuesday between 10.30am and 6pm, but please be patient because the lines do get rather busy.**
- **Our advertising department can help with problems concerning companies who advertise in the magazine if you phone during normal office hours.**
- **Our subscriptions service and the *Amiga Format* Mail Order department are not in the same building as the magazine itself. Both can be contacted on 0458 74011.**

Work BENCH



If you have any problems with the technical side of your Amiga, with hardware or with serious software, Nick Veitch will try to answer you in the mag. Or, if you have any advice for others or any handy tips to share, send it in and you could win a prize.
WORKBENCH, *AMIGA FORMAT*, 30 MONMOUTH STREET, BATH BA1 2BW.

Game BUSTERS



If you've just found the cheat mode, mapped out the levels or found all the passwords for the latest game, send the info to Rob and you could win a prize. Or, if you're stuck, ask Helping Hand for advice – or solve someone else's problem and win a prize!
ROB MEAD, GAMEBUSTERS, *AMIGA FORMAT*,
30 MONMOUTH STREET, BATH BA1 2BW.

Readers' LETTERS



The Letters pages are there for you to air your views and share your opinions; please remember not to ask questions that should be in Workbench! Marcus is looking for thought-provoking or entertaining letters, the shorter the better. Prizes are given for the best.
LETTERS TO THE EDITOR, *AMIGA FORMAT*, 30 MONMOUTH STREET, BATH BA1 2BW.

COMPETITIONS



To enter a competition, write the answers and your name, address and phone number on the back of a postcard or a stuck-down envelope and send it in. We have just changed our rules so that yeach person may enter only once: and, please, do not include entries with letters to any other part of the mag because we'll just lose them.
WHATEVER COMPETITION, *AMIGA FORMAT*,
29 MONMOUTH STREET, BATH BA1 2DL.

Special OFFERS



If you've ordered something from the *Amiga Format* Mail Order section and you've got a problem, then don't write to our Bath address – instead contact our Somerton address or telephone 0458 74011.
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Faulty COVERDISKS



The disks are duplicated and stuck on the magazine by a separate firm which we employ. If you have a faulty disk, DON'T return it to us: send it, enclosing an SAE, to: DISCOPY LABS, UNITS 2 & 3, OMEGA TECHNICAL CENTRE, DRAYTON FIELDS, DAVENTRY, NORTHANTS NN11 5RT.

TV STARS



We thought that you might like to know that we, Dangerous Brothers Inc, have advertised the Amiga on MTV's *Most Wanted* – totally free, of course! This came about when we were watching the program and Ray Cokes said he had just got a fax machine and gave out the number.

Immediately, we jumped onto our Amigas. I, Dee-Rab, set the modem and fax program up while Crazyhorse created a page to send. Within five minutes we were ready to send and soon we connected.

Sixty-two seconds later the transfer was complete. Two videos later Ray was waving our fax about. After a few minutes of babbling about how wonderful fax machines are he read our fax, and he actually said "Commodore Amiga".

Surely this must be a first, the words Commodore Amiga spoken on international satellite television and the fact that those sacred words were created and sent on an Amiga!

The Dangerous Brothers Inc, Darlington

Nice moving, boyz. T-shirts are on their way. First reader to appear on MTV holding his or her Amiga gets a special prize.

EUROVISION

Is it any use for us outside the UK to enter your competitions? Would you let anyone outside the UK win?

Bjorn A Lynne, Oslo, Norway

Certainly you can. Entry is open to all and below a chap from Paris has won.

COMPETITION WINNERS EXTRA...

SPOT THE SHOT
The winner of Spot The Shot 49 is Ian Allison from Glasgow, who identified the grab as being from *Super Cauldron*. The Spot the Shot 50 winner is Robin Barnes of Sheffield, who correctly spotted that the shot was from *Entity*. A fabulous *Amiga Format* T-shirt is on its way to both our lucky, lucky winners.

GIMME A TEE
The winners of the Gimme A Tee Competition for Outer Limit T-shirts bearing characters from Amiga games are: J Miller, Anerley, London; Richard Miller, Edinburgh; Kelvin Goodson, Frettenham, Norfolk; SP Williams, Bridgend; Matthew Howell, Morpeth, Northumberland; Ian Phillips, Hulme, Manchester; Camilla Olsen, Nordaas, Norway; F Beechey, Shenfield, Essex; Phil Coles, Whitefield, Manchester; E Carrer, London. The T-shirts of your choice will be with you shortly.

DISPOSABLE HERO
The winners of the *Disposable Hero* Competition are: Fai H Fu, Warrington, Cheshire; Jody Gibson, Ashstead, Surrey, James Sturgeon, Keynsham, Plymouth; Gareth Williams, Carmarthen; Laurence Summers, Eastleigh, Hants; A Berry, Penn, Wolverhampton, K Ausaf, Worcester Park, London, D Carroll, Warrington, Cheshire; Mark Pardoe, Ruscombe, Reading, Neil Inston, Weymouth; Andrew Finney, Bromley, Kent; Andrew Sudbury, London; M Beard, Hartwell, Northants; Russell Elder, Pisley, Scotland; James Beattie, Huntingdon; Richard Seanor, Cuckfield, West Sussex; Jason Carter, Lozells, Birmingham; R Freeman, Brentwood, Essex, Myles Jeffrey, Herne Bay, Kent; David Lovering, Ilminster, Somerset; Simon Embley, Darwen, Lancashire; Michael Hall, Higher Blackley, Manchester; Ben Fryer, West Pennard, Somerset; Philip Freeman, Ipswich; Nicholas Olsen Praestoe, Denmark.

We asked you to tell us how long it took you to complete the first level of *Disposable Hero* on the Issue 47 Coverdisk. Most of the times ranged from three-and-a-smidgeon to four-and-a-bit minutes, although one particularly quick mover claimed to have done it in just over two minutes. Anyway, free copies of the game should be with our winners in the twinkling of a whatsit.

LAWNMOWER MAN COMP
You replied in your droves, but the first answer out of the Editor's extra large hat came from Steve Fisk from Chelmsford in Essex who wins a video of the *Lawnmower Man* film and an exclusive *Lawnmower Man* crew jacket. The nine runners up, who receive videos of the film, are: Petain Nicolas, Reims, France; Vish Patel, Peterbrough; Jeff Dixon, Tadcaster, North Yorks; A Finch, Sacriston, Durham; David Martin, Palmers Green, London; J Kerswell, Drayton, Norwich; Martin Maxwell, Ardler, Dundee; Paul Kilby, Cambuslang, Glasgow; Matthew Laye, West Bergholt, Colchester. Don't miss the postman, or, indeed, postwoman.

CRIMEWAVE COMPETITION
Andrew Esson of Binfield Heath, near Henley-on-Thames is the lucky winner and receives a copy of *Syndicate* plus a bumper bag of Bullfrog goodies. The runners up, who each win a copy of *Syndicate* are: Carl Harding, Perranporth, Cornwall; Andrew Ashurst, Driffield, East Yorks, Peter White, Cheshire; James Collett, Godalming, Surrey; K Dugdale, Houghton Le Spring, Tyne and Wear; K Ausaf, Worcester Park, Surrey; Simon Forrester, Avondale Square, London; S Aspinall, Hove, Sussex; Simon Clayton, Newton Abbot, Devon. Your prizes are on the way.

DEMON DRIVER
The 20 winners of the Demon Driver competition to have an IDE hard drive installed in their A1200, complete with a copy of *Civilization AGA*, are:
Sue Hornett, Wickford, Essex; Tony Culley, Brixham, Devon; David Darkins, Wymondham, Norfolk; Ian Phillips, Manchester; Clive Willacy, Blackpool, Lancs; SM Bullock, Wakefield, West Yorks; Samantha Innocent, Woodhouse Eaves, Leicestershire, D Hughes, Caergeiliog, Gwynedd; M Donelly, Uxbridge, Middlesex; Aran Johnson, Horsforth, Leeds; Colin Powell, Belper, Derbyshire; Clive Barnden, Burnley; N Prasad, Walshaw, Bury; Fred Freestone, Wanstead, London; Simon Gordon, Noctorum, Birkenhead; E Varney, Hayes, Middlesex; Benjamin Davies, Essington, Wolverhampton; D Ramsay, Bradford, West Yorks; James McEwan, Loughborough, Leicestershire; Doreen Parker, Hemel Hempstead, Herts. We'll be in touch about your prizes soonest.



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So next month we'll be giving you a special working version of Activa International's superb 3D package, *Real 3D 2*.

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The full package scored a massive 96 per cent in Issue 46 of *Amiga Format*. And since its release it has come to be regarded as the best 3D package there is.

If you want to try your hand at 3D, you have to get your hands on next month's *Amiga Format*.

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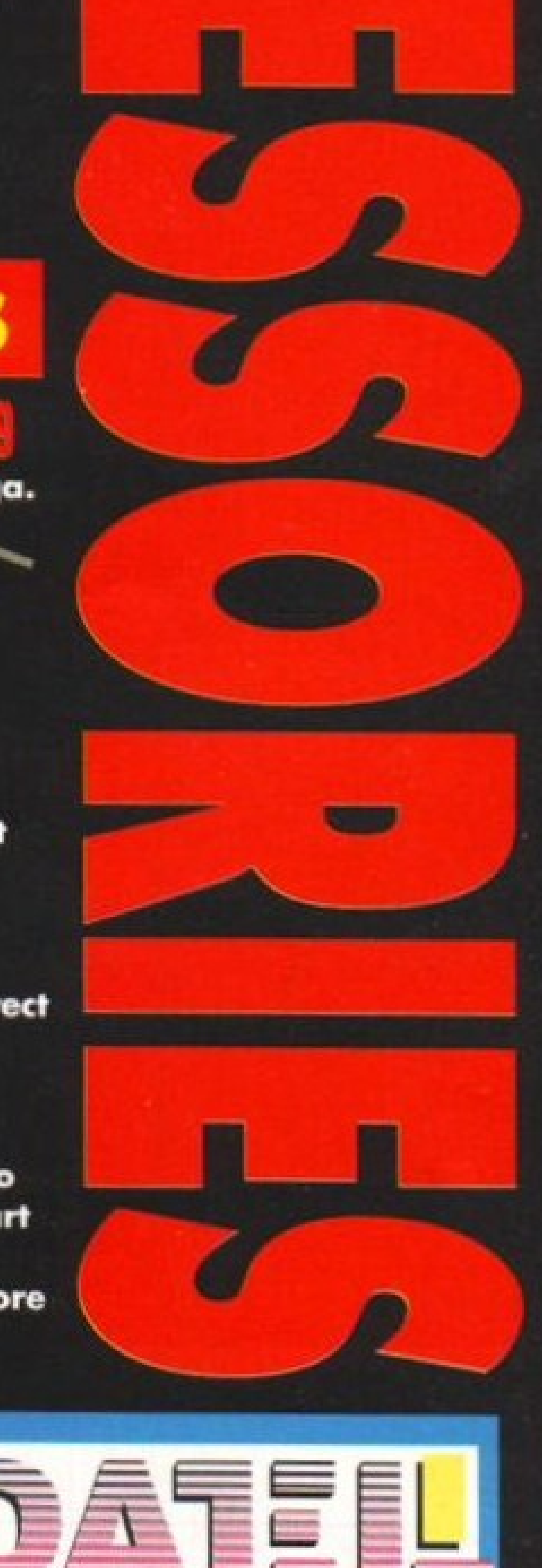
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